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Novel array representation methods in support of a microcomputer-based APL interpreter

Daniel Fleysher

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Rochester Institute of Technology
School of Computer Science and Technology

**Novel Array Representation Methods
in Support of a Microcomputer-based APL Interpreter**

by

Daniel Fleysher

A thesis , submitted to
The Faculty of The School of Computer Science and Technology,
in partial fulfillment of the requirements for the degree of
Master of Science in Computer Science

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May 1, 1985

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1. Preliminary Information

1.2. Abstract

Objective: To study novel ways of representing data arrays for potential application in a microcomputer-based APL interpreter. The goal is to find, for arrays containing mixed integers and real numbers, a way to improve both storage efficiency and thruput, over that obtainable using conventional APL interpreter array representations.

Investigation: For the purposes of this study, three representative APL operators were chosen for implementation - dyadic addition, multiplication and selection. To establish a set of base cases from which to work, these three operators were implemented for two distinctly different data structures:

Case-0: arrays containing only fixed length floating point data elements

Case-1: arrays containing only fixed length integer data elements

These two cases are termed "homogeneous" because all data elements within each array share a common data structure - the conventional approach for APL interpreters.

Three additional "heterogeneous" cases were then built upon the homogeneous base cases:

Case-2: arrays containing mixed floating point and integer fixed length data elements

Case-3: arrays containing mixed floating point and integer data elements, with the integer elements having variable length

Case-4: arrays containing fixed length pointers to variable length Case-3 data elements

For all of these cases, space and time tradeoffs were studied and charted. Exerciser programs were written in BASIC to drive the 5 Case-n implementations to enable direct comparison of the 5 storage allocation approaches; these driver routines prepared test data, ran the addition/multiplication/selection exercises, retrieved time and space measurements, and performed data reduction for presentation in this report. The 5 Case-n implementors were written in 6502 CPU assembly language, and provided the functions of addition, multiplication, selection, timing, and data format conversion between BASIC and Case-n data structures.

Fixed length floating point arithmetic was supported on the target microcomputer for which all code was written - an Atari 800. In support of multi-byte integer arithmetic, however, original addition and multiplication atomic functions required development.

Conclusions: Of the 5 cases implemented, Case-3 (heterogeneous variable length data elements) showed the greatest promise for saving space without adversely affecting addition and multiplication thruput. However, the selection algorithm had to be modified from an address calculation scheme based upon the indices of the desired elements to a search algorithm more suited to the variable length data

1. Preliminary Information

elements. This produced astonishingly fast selection thruput for some applications, and dismally poor selection performance for others. At the end of the report are suggestions for future development of the variable length data element selection algorithm.

Case-4 (pointers to heterogeneous variable length data elements) was introduced to enable the conventional address calculation selection scheme for variable length elements. The addition of the pointers did not have much impact upon thruput, but the additional space required for the pointers erased the space savings achieved with variable length elements.

1.3. Key Words and Phrases

addition, APL, array, data structure, floating point, heterogeneous, index, integer, microcomputer, multiplication, selection

1.4. Computing Review Subject Codes

This thesis contains material which can be categorized under one of the following three Subject Code classifications:

D. Software

D.3 Programming Languages

D.3.3 Language Constructs: Data Types & Structures

E. Data

E.2 Data Storage Representations: Primitive Data Items

G. Mathematics of Computing

G.1 Numerical Analysis

G.1.0 General: Computer Arithmetic, Numerical Algorithms

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2. Introduction and Background

This section describes the purpose of this study, the potential application, the problems to be examined, and past work which is relevant. References to the literature of the form [n] are to be found in Section 8, the Bibliography.

2.1. Problem Statement

APL is a concise and powerful language. Unlike most other high level languages, it treats arithmetic operations on large arrays of data as if the arrays were atomic entities. The construction of loops for repetitively performing an operation upon all the elements of an array is actually hidden from the user; as a consequence, the loops can be built very efficiently, executing with such low overhead as to approach the performance of machine language implementations.

APL is also typically implemented as an interpreted language. This provides the utmost in flexibility and user friendliness; it is quite common for users to build and debug functions in an interactive style, greatly reducing the amount of planning necessary before coding can begin. Thus, APL is perfectly suited to quick development of small to medium size "data-crunching" application programs with a minimum of programmer effort.

Data-intensive business and scientific applications are gradually making the transition from the mainframe to the personal microcomputer. Micros are also becoming required to support high-speed real-time animation of high resolution images. These applications require both high speed calculation and movement of relatively large arrays of data. APL is thus a potential candidate for such applications, provided an APL interpreter for the target microcomputer is available.

Traditional APL interpreters adjust the internal representation of data elements to optimize storage utilization and processing thrupt [14]. For example, small integers can be stored in less space than floating point real numbers. In addition, integer representations can be processed faster than floating point forms. This is especially true for microcomputers, where floating point calculations are invariably performed by software (rather than costly specialized hardware). In summary, by optimizing internal representation for the data being represented, both storage space and processing time can be saved. This is important on a microcomputer, where both space and processor power are critically short resources.

Traditional APL interpreters invariably assign a single representation for all elements of an APL array at the time of creation (or re-creation) [14]. Thus, all data elements of an array are forced into the same representation which violates our desire to tailor representation to data. Of course, representing all data elements similarly simplifies the loops that APL must construct and execute to perform iterative arithmetic, as only one arithmetic routine tailored to a specific data representation need be called. Moreover, fixed-size elements enable random access to array components (such as rows, columns, or indexed specific elements), because their addresses can be calculated directly using the known element size. Random access into an array of variable-size elements would require sequentially stepping through the array from the beginning, unless the array is supplemented with some sort of index table (cf. "beating" and "slack representation", section 2.3.).

For example, a particular array containing mostly integers and sprinkled with a few sparsely scattered real elements, will have all elements represented internally in floating point form; we say the array elements have a "homogeneous" (fixed size and type) representation. From the viewpoint of storage utilization and processing thrupt, most of the elements of such an array (i.e., the integers) have a representation which is significantly less than optimal

2. Introduction and Background

The subject of this thesis is to study alternatives to homogeneous arrays, for potential incorporation into a microcomputer-based APL interpreter. Specifically, variable length integers and floating point representations will be mixed within the same array, making it "heterogeneous". The tradeoffs associated with building and processing such heterogeneous arrays will be explored. Problems such as the effect of varying element type upon loop execution overhead, and randomly accessing variable length data elements will be dealt with. The overall goal is to determine whether heterogeneous representations can simultaneously improve storage utilization and processing throughput over traditional homogeneous representations, despite the problems that heterogeneous representations introduce.

2.2. Scope of Investigation

This thesis studies five different internal representations for APL arrays:

<u>No.</u>	<u>Name</u>	<u>Array type</u>	<u>Element Representation</u>	<u>Element Size</u>
0	F.P. base	homogeneous	fixed (floating point)	fixed (6 bytes)
1	Integer base	homogeneous	fixed (integer)	fixed (6 bytes)
2	Fixed Length	heterogeneous	mixed (floating point / integer)	fixed (6 bytes)
3	Var. Length	heterogeneous	mixed (floating point / integer)	variable (1-6 bytes)
4	Pointer	heterogeneous	pointer to mixed (floating point / integer)	fixed pointer (2 bytes) to variable (0-6 bytes)

The homogeneous floating point and integer representations are base cases, and are numbered "0" and "1" in the above table. For both cases, the element lengths are fixed at 6 bytes, and data types of all elements are the same throughout the array. The homogeneous cases (0 & 1) are referenced as "floating point base case" and "integer base case" respectively in this report.

Three heterogeneous representations are built upon the homogeneous cases. In the heterogeneous cases, both integer and floating point elements exist within a given array, depending upon the data being represented. In Case-2, the "heterogeneous fixed length case", both integer and floating point element lengths are fixed at 6 bytes. Although no space is saved with this representation, integer elements can be processed by faster (integer) functions than their floating point neighbors. Of course, the discrimination of floating point vs. integer elements and the selection of the appropriate processing routine introduce undesirable overhead.

Case-3 is named the "heterogeneous variable length case". This case is built upon Case-2, but introduces variable length for the integer elements. Floating point elements remain 6 bytes in length. The objective of this representation is to save storage space while simultaneously deriving the benefits of integer processing. However, the fact that element lengths vary within an array impacts the ability to randomly access a given element.

Finally, Case-4 introduces fixed length pointers to the variable length elements of Case-3. Case-4 is thus referred to as the "heterogeneous pointer case". The objective of this representation is to regain the simple random access addressability of fixed length elements, while retaining the storage savings of variable length elements and the processing throughput advantages of integer elements.

2. Introduction and Background

Although these may be thought of as homogeneous arrays consisting of purely fixed-length pointers, the data elements pointed to are heterogeneous.

To actually test processing thrupt for these 5 ways of representing APL arrays, three representative dyadic (two-argument) APL primitive operations are implemented: array addition, array multiplication, and array selection. These operations are chosen because they are fundamental to all APL processing. Addition provides a good fast baseline to explore the relative speed advantages of handling arrays of various representations. Multiplication is chosen because of the significant numerical processing load it presents to a CPU without the benefit of hardware assist. Finally, selection is chosen because varying the data element size to minimize space requirements destroys the random accessibility that was possible with fixed size elements, and forces serial access. Thus the selection algorithm must be radically modified in order to support variable length elements, which is bound to affect processing thrupt.

Addition, multiplication and selection are implemented for each of the 5 array representation cases. This supports the three primary areas of investigation undertaken in this thesis:

1) Faster Integer Functions

Can addition, multiplication and selection really be made significantly faster by introducing integer representations for integer data elements and using integer functions to process them, instead of always using floating point representations and floating point functions? The benchmark for comparison is a commercial floating point software package developed by Atari, Inc. which is included with the built-in operating system code of every Atari Home Computer. The work described in section 6.1 investigates this question.

2) Variable Length Data Elements

Can heterogeneous arrays be built successfully using mixtures of variable length integer and floating point elements to reduce overall space requirements? Does the space overhead of length flags and code to interpret them consume the space savings that would have resulted? Does the processing overhead introduced by variable length elements negatively affect thrupt?

Since the conventional process of selection involves the calculation of an element's address from its (fixed) size and index, variable length elements require a new algorithm to search for the desired elements, as their size is no longer known or constant. Does this destroy thrupt for the selection function? Could fixed length pointers to variable length data elements permit the re-introduction of straight calculation of element addresses? With what benefit, and at what cost?

The space savings potential of variable length data elements is discussed in section 6.2. Processing thrupt impacts of variable length arrays was investigated in the work described in section 6.3.

3) Type Coercions: Impact upon Thrupt

When addition or multiplication functions encounter a pair of elements to be processed which have dissimilar representations (e.g., floating point vs. integer), will the time required to convert one argument into the other's type have a negative impact on thrupt, to the point that the speed advantage of integer processing is lost? The work described in section 6.4 deals specifically with this question.

2.3. Previous Work

From its early beginnings in the late 1960's, the actual implementation of APL Interpreters has remained mostly within the control of commercial companies. IBM Corporation's Research Division did virtually all of the work in the late 1960's, to be joined in the 1970's by I.P. Sharp Associates of Canada [5]. Understandably, papers published by these and other implementers are usually sketchy on implementation details.

A search of the literature for topics related to this thesis was initiated at the proposal stage. Only current Proceedings of ACM APL Conferences were found to contain articles relevant to the low-level design orientation of this thesis. The Bibliography (section 8) lists those papers [9, 10, 11, 12, 14] dealing with implementation innovations designed to speed up or extend APL interpreters. References [9] and [11] are typical of those papers which discuss speed improvements. Reference [9] discusses several methods for smart evaluation of APL expressions. One such method, "Beating", appears applicable to an APL interpreter implemented on a microcomputer: data descriptors are introduced which point at elements of the actual array. APL functions such as reshape, take, drop and selection need only manipulate the data descriptors to achieve their result - the data itself need never be moved. Reference [11] discusses several approaches toward making APL compilation or partial compilation feasible. For example, tentative binding of arithmetic routines into loop code eliminates having to select the appropriate routine for the array element(s) to be processed on each iteration of the loop. For example, if the elements are known to be integer (as opposed to floating point), an integer-optimized function could be assigned to do the arithmetic processing within the loop. Such an approach utilizes the fact that arrays are homogeneous; a check would have to be made at each loop iteration to verify that the correct routine had been selected, if there was a chance that data element representation could change within the arrays being processed.

Reference [14] is an example of a paper proposing a method of implementing a recently proposed APL extension called "enclosed arrays". This paper is of particular interest because it contains in the first few paragraphs an overview of how array element representations are selected in those "traditional" APL systems universally referenced and rarely described in the literature. Reference [14] is also interesting because it introduces conglomerate array elements which can vary in size within an array, as would my heterogeneous array elements. In order to enable quick address calculation for selection and indexing functions, the author introduces "slack representation" - i.e., fixed size reference pointers to the actual variable size array elements, which lend themselves to beating as described above. My search through the literature at the proposal stage uncovered no other papers bearing on heterogeneous array implementation.

References [8] and [13] are descriptions of one working microcomputer-based APL interpreter. This interpreter is designed to execute on an 8080-class microprocessor. During the proposal phase of the thesis, an informal study of this APL interpreter was performed using a Xerox model 820 microcomputer. The objective was to determine this interpreter's internal data representation assignment algorithms. In summary, the interpreter was found to use traditional homogeneous array element representations.

3. System Specification

This section describes in more detail the programs implemented in support of this thesis. The operations of addition, multiplication and selection implemented here are more fully specified in the following paragraphs. Section 3.1 specifies the data structures employed in implementing homogeneous and heterogeneous arrays. Section 3.2 describes the specific functions implemented to create and process those data structures, and section 3.3 specifies the flow of data and control between the functions implemented.

For dyadic APL addition and multiplication, the two arrays must have either identical shape or else one must be a scalar. The addition or multiplication is performed, element by element, producing a resultant array. The shape of the resultant is that of the two argument arrays (or that of the array if the other argument was a scalar).

In APL selection, a "target" array contains data elements which are selected by integer indices contained in a second "selector" array. The resultant array contains data elements selected from the target array, with a shape conforming to that of the selector array. In APL notation, the index of each desired element is expressed in the selector array as an n-tuple containing the position within each dimension. The simple data structures described below do not support n-tuples. Therefore, for the purposes of this study, the elements of the selector array will be simple positional references to the (linearized) data elements of the target array. The conversion of n-tuple index representation which would be found in real APL programs into the simple positional representation used here is a simple calculation involving the length of each dimension of the target array. It is a well-understood algorithm, and is considered outside the scope of this implementation.

A few more comments concerning system specification should be stated here. In general, for each homogeneous and heterogeneous case being studied, the addition, multiplication and selection routines are capable of handling all input argument representations legal for that case. For all heterogeneous cases, the addition and multiplication routines calculate not only the value of each resultant array element, but also the optimal representation for it, within the confines of the case being studied. For example, in the variable length case (Case-3) if two floating point elements are added to produce a result element which is best represented as a 2-byte integer, then that element will be stored as such within the resultant array.

The heterogeneous pointer case (Case-4) arrays contain both data elements and pointers to them. Pointers can reference data elements which are not necessarily in the vector of data elements associated with the pointers. That is, this case is optimized for common data values (the identity elements "0" for addition, " ± 1 " for multiplication): These constants are stored in the pointer case (Case-4) implementation code. An array might contain pointers referencing these (common) values by pointing to them in the implementor code. Thus no corresponding data element components would be required in the array itself. This has the potential for saving the storage space that would be required for duplicate common values.

Pointers could also be used as in reference [14] "slack representation" to save the copying of data elements from an argument array to the resultant array. Such data elements could then have more than one pointer element referencing them, so an actual APL interpreter would require each data element to carry a usage counter byte or some other means of notifying garbage collection routines when a data element's storage could be freed. Since garbage collection is beyond the scope of this study, counter bytes are omitted from the pointer case implementation, and all data elements not equal to "0" or " ± 1 " are copied to the resultant array.

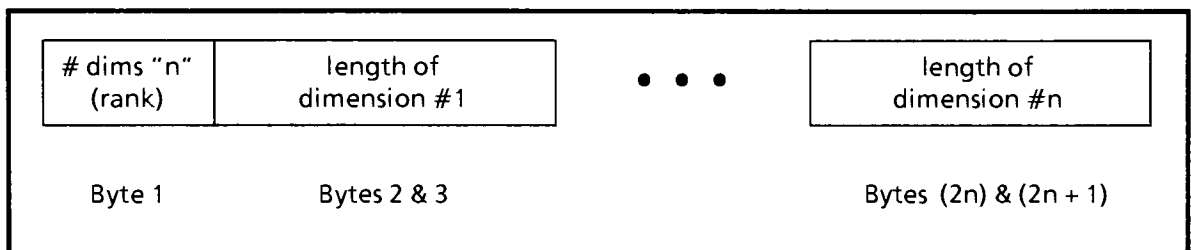
3. System Specification

3.1. Data Structures

Regardless of which case is being implemented, all arrays have the same overall structure. Each has a header which contains shape information, followed by a data area which contains a linearized vector of the data elements themselves:

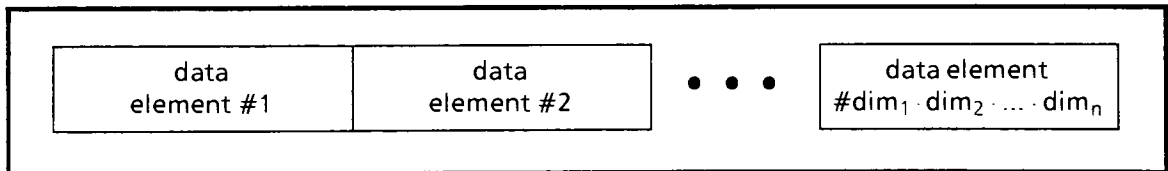


The structure of the header is depicted below. The first byte contains the rank of the array - that is, the number of dimensions. The dimension length specifications follow the rank byte. Each dimension length is 2 bytes long.



Thus a header for a scalar data element would contain only a single zero byte, while the header for a 127-dimension array would contain a leading byte with the value of 127, followed by 127 pairs of bytes, each containing the length of the appropriate dimension. A value of zero for any dimension length results in APL's "empty vector"

The data area which follows the header contains a series of data elements arranged in row-major order (APL standard). The number of data elements in the data area is precisely the product of the dimension lengths in the header (except for a scalar, which has one data element in the data area).



An exception is the data array structure for the pointer case (Case-4), which is divided into two areas - a vector of fixed pointers, and a vector of data elements which they (in general) point to.



The structure of the data elements is what varies from case to case. This structure is illustrated for each case in Figure 3-1.

Cases-0 & -1 are the homogeneous floating point and integer base cases, respectively. Case-0 floating point elements consist of an exponent byte (the most significant bit of which is the sign of the mantissa), followed by a 5 byte mantissa. Case-1 integer elements consist of a dummy leading byte which contains only the sign of the data element value, followed by a 5 byte value.

3. System Specification

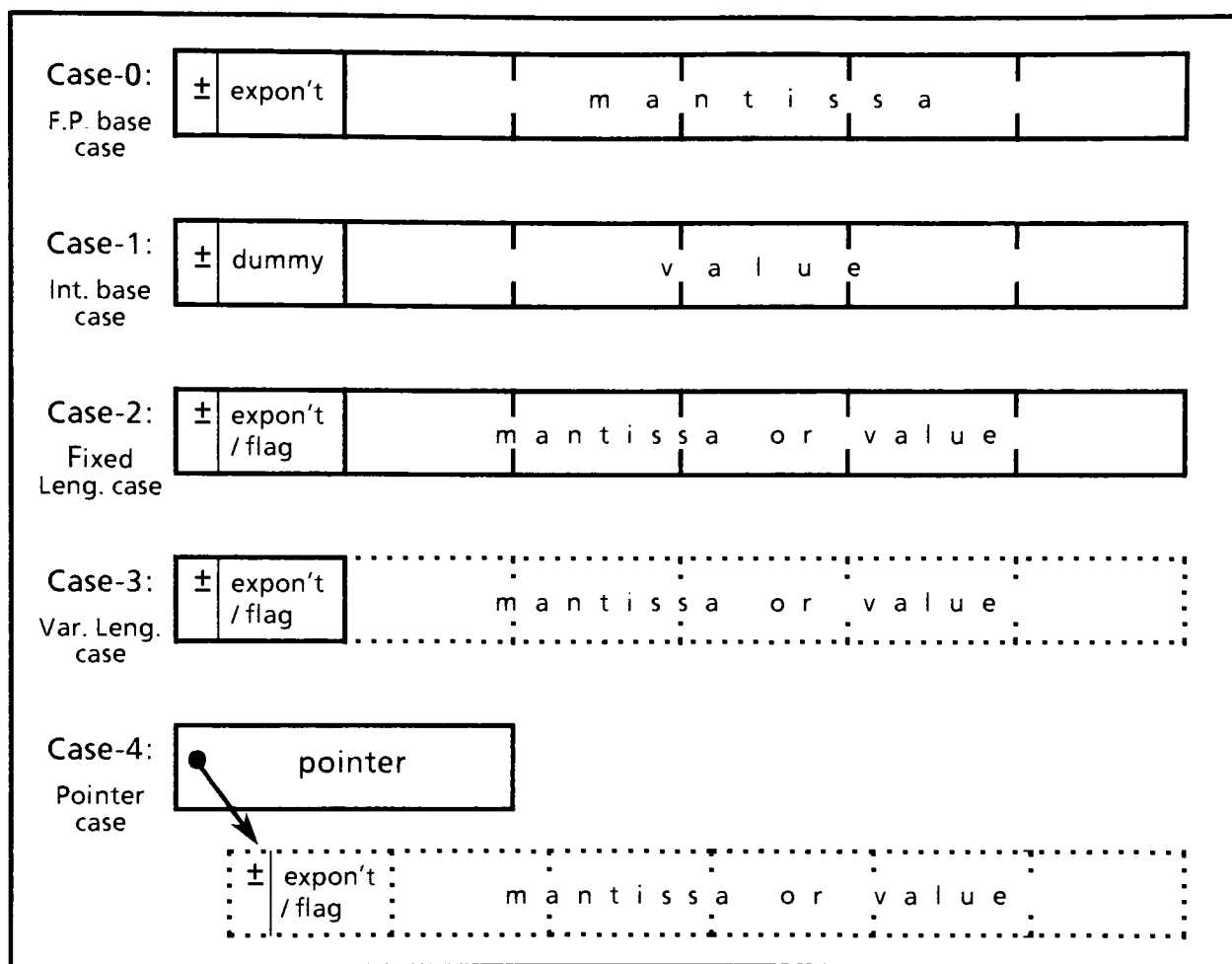


Figure 3-1. Structure of Individual Data Elements

The heterogeneous fixed length case (Case-2) has arrays with elements of fixed size, but of two different (mixed) representations. The leading byte (used for the exponent in floating point representations) flags an integer representation by having the value zero, an illegal exponent value. (See Appendix I for a complete discussion of the floating point package and the legal range of exponent values.)

The heterogeneous variable length case (Case-3) extends Case-2 by introducing variable size integers. Leading byte values of 2 through 6 indicate an integer data element of length 2 through 6 bytes (containing a 1 through 5 byte value, respectively). The special value of 0 for the leading byte indicates a data element value of zero, and 1 indicates a value of one: these special cases are one-byte representations. Because the lead byte for floating point representation is fully occupied by the exponent, there is no room for a byte counter and floating point data element length remains fixed at 6 bytes.

The heterogeneous pointer case (Case-4) tries to overcome the addressing disadvantages of Case-3 variable size array elements by adding an array of fixed size (2 byte) pointers that reference the

3. System Specification

actual array data. In a Case-4 array, the set of fixed size pointers immediately follows the array header bytes which define the length of each dimension. In turn, these pointers are followed in general by the variable size data elements to which they point. However, pointers to common values (0 and ± 1) can reference such values in the code, as mentioned above in section 3.1. In such a case there is no data element corresponding to the pointer, resulting in a space savings.

3.2. Functions Performed

For each of the five cases of array elements described above, a set of three assembly language routines are written to provide the three primitive APL operations, addition, multiplication and selection. Each routine takes as arguments the start addresses of two operand arrays and the start address of the area reserved for the resultant array. In addition to leaving the resultant array in the designated area, each routine makes available to its caller a measurement of actual execution time and array size. This and other data communications occur via an interface table. The interfaces to the assembly language routines for each of the five cases are identical, so that they can be called from a common driver program.

The driver program is written in BASIC. It provides a flexible test environment and interface for the user. It generates test data, runs the desired assembly language routines to process the data, retrieves and displays the results, and calculates and stores statistics such as storage efficiency and mean execution time.

The BASIC interpreter on which the driver program runs deals exclusively in 6-byte floating point numerical representation. Thus, auxiliary assembly language routines are needed to convert back and forth between BASIC's straight floating point representation and the more sophisticated array representations utilized in the five cases. Conversion is provided in both directions between two BASIC arrays (one containing test data and the other containing shape information) and a Case-n array incorporating both. Floating point to/from integer element conversion is also provided.

3.3. System Flow

The following chart lists all of the assembly language routines written for each of the five cases:

<u>Routine</u>	<u>Arguments (addresses of:)</u>	<u>Return Value</u>	<u>Side Effects</u>
Arithmetic:			
ADD	2 argument & 1 resultant Case-n arrays	error code	execution time
MULT	2 argument & 1 resultant Case-n arrays	error code	execution time
SELECT	2 argument & 1 resultant Case-n arrays	error code	execution time
Conversion:			
FLTTOCn	1 BASIC data, 1 BASIC rank input arrays, and 1 Case-n resultant array	error code	execution time
CnTOFLT	1 Case-n input array, and 1 BASIC data & 1 BASIC rank resultant array	error code	execution time

3. System Specification

The above routines operate on the following storage arrays, defined and reserved by the BASIC driver program:

BASIC-compatible floating point data arrays: FA, FB & FR

BASIC-compatible floating point rank specification array: FS

Space reserved for Case-n arrays: A\$, B\$ & R\$

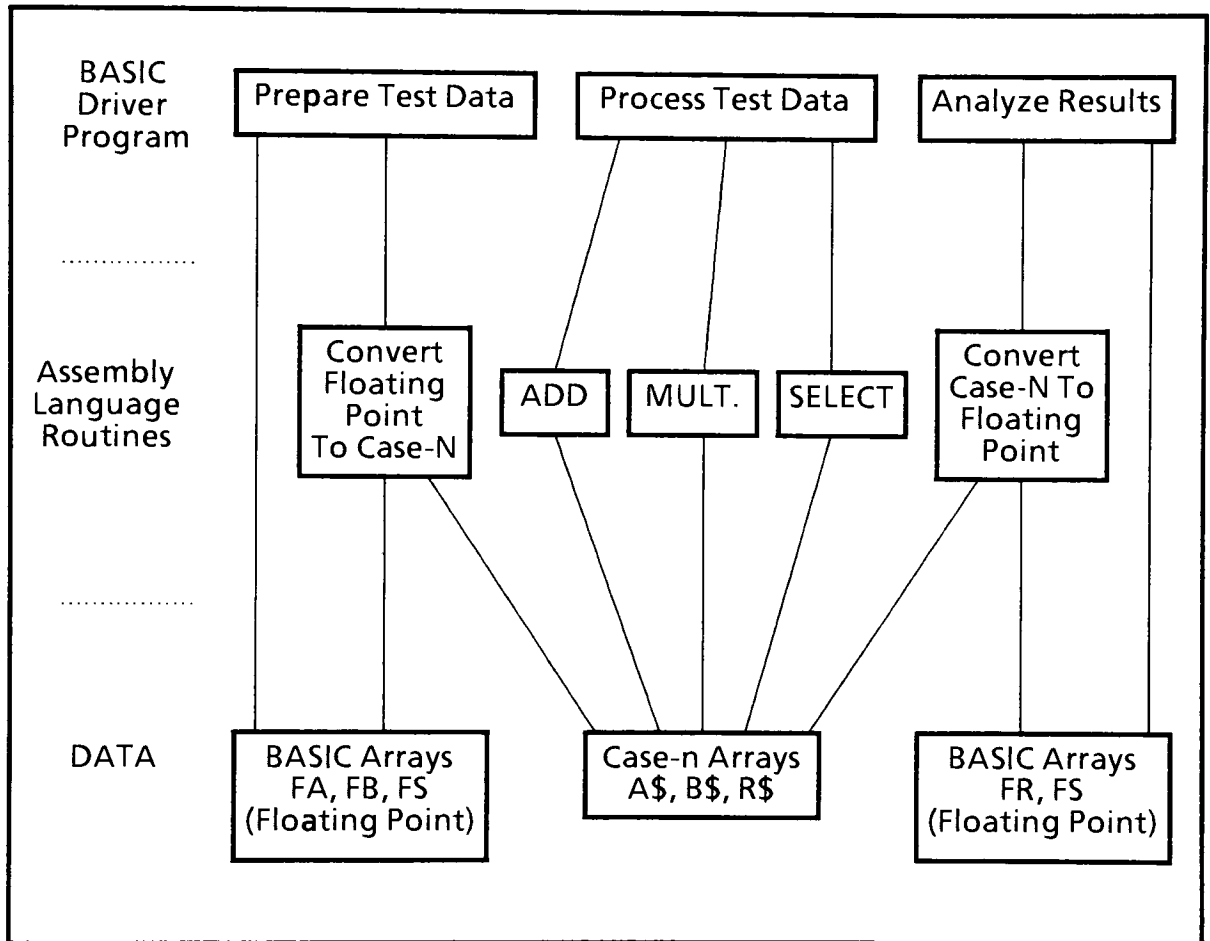


Figure 3-2. System Flow

Figure 3-2 diagrams the flow of control during exercising of the assembly language routines. First, the BASIC driver program prepares test data in arrays FA & FB, places shape information in array FS, and calls FLTTOCn to produce Case-n compatible test data in storage areas A\$ & B\$, respectively. Next, the desired arithmetic routine is called, which processes the arrays in A\$ and B\$, leaving the resultant array in R\$. Finally, the resultant can be made BASIC-compatible for evaluation, by calling CnTOFLT which leaves the shape of the result in array FS and the data result in array FR.

Not shown in Figure 3-2 are additional communication paths between the BASIC driver program and the assembly language routines. This communication occurs via an interface table of pointers and

3. System Specification

values between the BASIC driver program and the implementor module. Among other things, this table provides the addresses of the assembly language implementor routines, the elapsed time taken to process the data by an implementor function and the size of the resultant array. This table is mentioned in section 4, and is described in detail in section 5.1.

4. Architectural Design

4. Architectural Design

The following sections describe the overall design of the software implemented in support of this thesis, and the environment in which it operates.

4.1. Assembly Language Routines

The software designed to implement the three APL functions under study was written in 6502 Assembly Language on an Atari 800 home computer. For each case of data representation, a separate stand-alone module implements addition, multiplication and selection. Since there are 5 such cases, there are 5 independent (although related) "implementor" modules. In addition to the three arithmetic functions, each module contains utilities for measuring elapsed time and for converting data representations back and forth between an internal form specific to the case being studied, and an external form compatible with Atari BASIC (see following section). The addresses of all functions, utilities and data pointers are held in a table at the beginning of each implementor module. A driver program for exercising this module can interface with it via this table of pointers. Since the tables in all implementor modules have the same format and memory location, the driver program does not need to know which case of data representation is being exercised. An implementor module can be replaced in memory by overlaying it with another (from disk), and the same exercise can thus be performed for different cases of data representation, allowing easy comparison of results.

Also written in Assembly Language is a utility which calls an implementor module in from disk and loads it into the assigned memory area, overlaying the previous contents.

4.2. BASIC Language Driver Program

A single driver program was written to exercise the implementor modules described above. This program prepares test data, exercises the currently loaded implementor module, and prints or evaluates the results. The Basic driver program contains a data declaration header which exactly matches the format of the interface table defined in the Assembly Language code. Also defined is the address of the utility used for loading an implementor module into memory from disk. This gives the Basic program the ability to "swap in" the various implementor modules.

There is a "hole" built into the Basic driver program where any of several exerciser subprograms can be inserted. These are also written in BASIC, and become part of the driver program. Each exerciser subprogram contains a particular series of BASIC statements for creating test data, calling implementor functions to process the data, and evaluate the results. Thus, an exerciser subprogram specifies exactly the test to be run. Exerciser subprograms can be overlaid from disk as easily as implementor modules can be loaded: Several different tests can be run for the same case, or several different cases can be subjected to the same test.

4. Architectural Design

4.3. Memory Map

Figure 4-1 shows the memory map of the Atari 800 home computer. Each block in the memory map is described below.

Page Zero RAM - special 6502 instructions are available which access these addresses. Page Zero accesses are faster than other memory accesses, and indirect pointers can only reside in Page Zero. The Atari O.S. and BASIC interpreter reserve most of Page Zero, but a few locations are available for applications such as this project.

6502 Stack - the 6502 uses this area for saving return addresses and processor statuses. Temporary data can also be saved on the stack.

Atari O.S. Working Storage - memory used by the operating system for flags, buffers, etc.

Spare - this area is available for use by application programs, but was not used for this project.

Atari DOS & DOS Working Storage - memory used by the disk operating system for its code, flags, buffers, etc.

Case-n Overlay Area - each implementor module is assembled to start at the beginning of this area. One implementor module is resident at a time. The space is used for code, flags and buffers.

Load & Memory Mgmt. Utilities - two utilities written in Assembly Language occupy this area. They are read in from disk at disk boot-up time. One of them reserves the Case-n Overlay area and runs at disk boot-up time. The other utility loads any of the 5 implementor modules into the Case-n Overlay Area, and is callable from BASIC under operator or program control.

BASIC Working Storage & Program Area - this area contains the BASIC driver program and overlaid exerciser module which prepares data to exercise implementor modules, calls the implementor modules into memory, exercises them, retrieves the results, and prints or evaluates the results. Also present are buffers for the preparation of test data.

Display Working Storage - this area contains the display buffer and display list (a display hardware control program). It is managed by the Atari O.S.

BASIC Interpreter ROM - the plug-in BASIC interpreter ROM occupies this block of memory addresses.

Unused - not occupied by any memory or devices; for future expansion.

Hardware I/O - memory-mapped device addresses, for controlling the operation of the display hardware, game controller ports, etc.

Floating Point ROM - this block of memory addresses is occupied by the internal Atari floating point routines. These are utilized by BASIC, and also by implementor module code when floating point operations are required.

Atari O.S. ROM - the code of the Atari operating system resides in ROMs which occupy this block of memory. This code implements byte-level and record-level I/O functions to/from the display, keyboard, tape, printer, disk, serial/parallel ports, and other peripherals. It also implements boot-up sequence for various ROM/Disk configurations.

4. Architectural Design

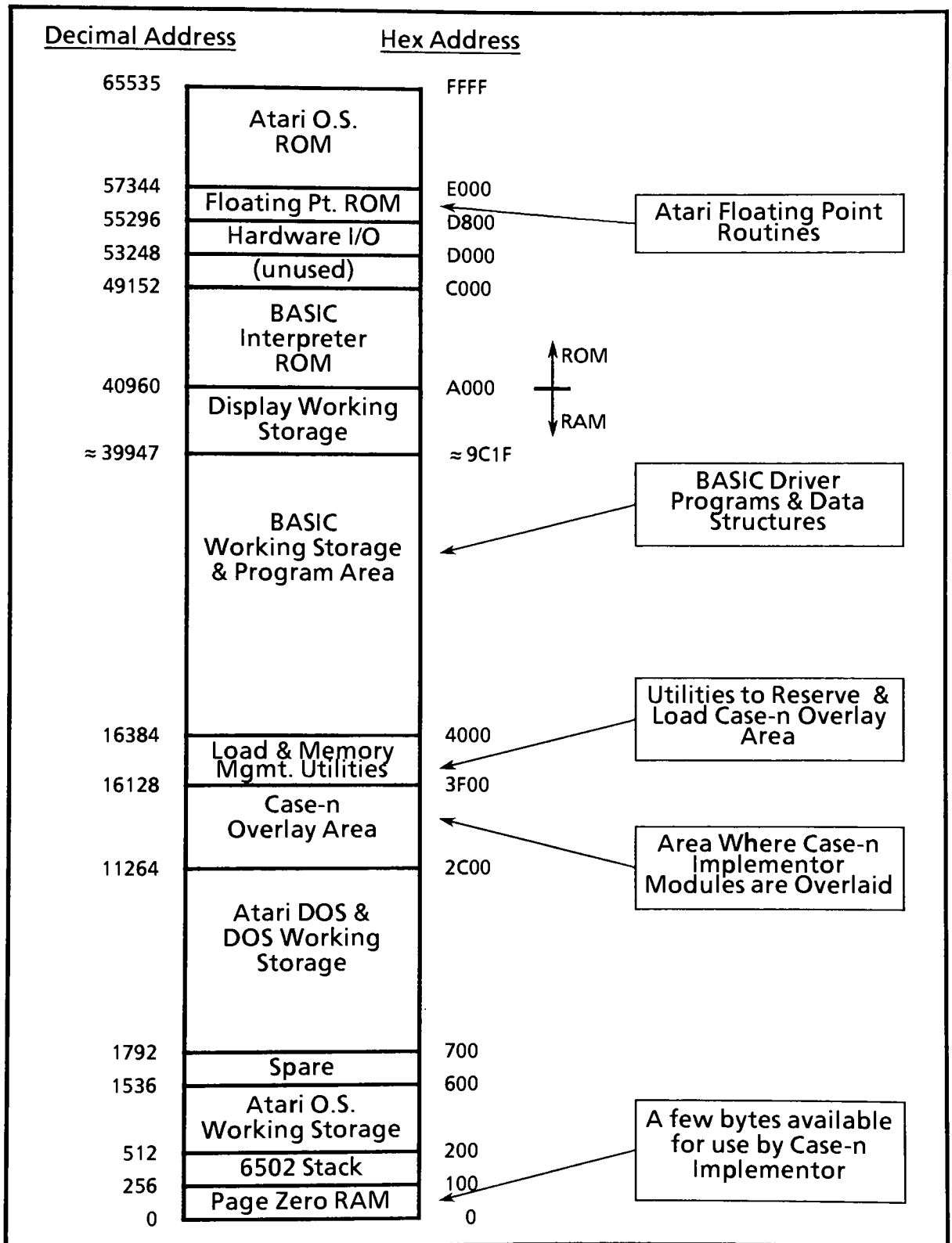


Figure 4-1. Memory Map

4. Architectural Design

4.4. Hardware Utilized

Atari 800 Home Computer, with 48K bytes of RAM and a total of 26K bytes of ROMs

Percom RFD-40 5¼" double density floppy Disk Drive

Atari 410 program Tape Recorder (for back-up)

Centronics 739 Printer (for local listings)

Multi-Tech FM-30 modem (for remote listings)

Atari 850 Interface Module

RCA XL-100 19" television set (monitor)

4.5. Software Utilized

Atari 8ASIC ROM cartridge - provides flexible easily programmed driver/test environment

Atari Assembler/Editor ROM cartridge - provides Case-n implementor development environment

OSS/A + version 4.1 DOS - double density disk operating system

5. Detail Designs

5. Detail Designs

This section concentrates upon the design of the implementor modules, as these are the basis of this thesis. First the detail design of the table that provides communications between the BASIC driver program and the implementor module is described. Then the design of the implementor modules is outlined, followed by design details behind important sections of the code. Complete implementor module Assembly language source listings for Case-0, -1, -2, -3 and -4 appear in Appendix IIII.

5.1 Implementor - Driver Interface

The interface which provides communication between the BASIC driver program and the Case-n implementor being exercised is a table of addresses and data registers, whose structure and memory location is defined in both worlds. The BASIC driver program contains the variable declarations listed in the left column of Figure 5-1. The equivalent Assembly Language statements shown in the right column are part of the file DEFS.ASM, which is included in every implementor - see the listings of Appendix IIII.

<u>Excerpt from BASIC Driver Program</u>	<u>Excerpt from Assy. Language DEFS.ASM</u>
17 REM *****	0520 *= \$2C00 ;TOP OF OSS ODS, 11264 DECIMAL
18 REM *DEFS OF ASSY CODE REGISTERS*	0530 ;COMMON POINTERS AND REGISTERS
19 REM *****	0540 ; FOR COMMUNICATION WITH BASIC
	0560 ; POINTERS TO ROUTINES CALLED FROM BASIC
	0570 ; DECIMAL ADDRESS
20 LET AFLTTOCASE=11264:REM HEX \$2C00	0580 AFLTTOCASE .WORD FLTTOCASE ;11264
22 LET ACASETOFLT=AFLTTOCASE+2	0590 ACASETOFLT .WORD CASETOFLT ;11266
24 LET AADD=ACASETOFLT+2	0600 AADD .WORD ADD ;11268
26 LET AMULT=AADD+2	0610 AMULT .WORD MULT ;11270
28 LET ASELECT=AMULT+2	0620 ASELECT .WORD SELECT ;11272
	0640 ;FLOATING AND CASE-N BUFFER POINTERS
	0650 PTRBASE
32 LET FLTA=ASELECT+2	0660 FLTA .WORD 0 ;11274
34 LET AADR=FLTA+2	0670 AADR .WORD 0 ;11276
36 LET FLTB=AAOR+2	0680 FLTB .WORD 0 ;11278
38 LET BAOR=FLTB+2	0690 BAOR .WORD 0 ;11280
40 LET FLTR=BAOR+2	0700 FLTR .WORD 0 ;11282
42 LET RAOR=FLTR+2	0710 RAOR .WORD 0 ;11284
44 LET OAOR=RAOR+2	0720 OAOR .WORD 0 ;11286
	0730 ;MISC. STORAGE REGISTERS
46 LET LCOUNT=OAOR+2	0740 LCOUNT .WORD 0 ;11288
48 LET TIMER=LCOUNT+2	0750 TIMER .BYTE 0,0,0 ;11290
50 LET VCOUNTER=TIMER+3	0760 VCOUNTER .BYTE 0 ;11293
52 LET TMPCTR1=VCOUNTER+1	0770 TMPCTR1 .BYTE 0 ;11294
54 LET TMPCTR2=TMPCTR1+1	0780 TMPCTR2 .BYTE 0 ;11295
56 LET DELTAA=TMPCTR2+1	0790 DELTAA .BYTE 0 ;11296
58 LET DELTAB=DELTAA+1	0800 DELTAB .BYTE 0 ;11297
60 LET DELTAR=DELTAB+1	0810 DELTAR .BYTE 0 ;11298
62 LET DELTAO=DELTAR+1	0820 DELTAO .BYTE 0 ;11299
64 LET INHIBOMA=DELTAO+1	0830 INHIBOMA .BYTE 0 ;11300
66 LET SCALASW=INHIBOMA+1	0840 SCALASW .BYTE 7 ;11301
68 LET SCALBSW=SCALASW+1	0850 SCALBSW .BYTE 7 ;11302

Figure 5-1. Implementor - Driver Interface

5. Detail Designs

The first five entries in the Interface table are the addresses of the five entry points to each implementor. The Assembler fills in these table values. When an implementor is loaded the addresses, which vary from implementor to implementor, are available to the calling BASIC program in fixed memory locations. The BASIC command "PEEK" is used to read the addresses of the entry points out of the fixed table locations, so that the corresponding routines can be called directly with the BASIC command "USR"

The remainder of the interface table entries are registers containing strategic control data within the implementor module. They are included in the interface table to provide statistical feedback to the BASIC driver program following the execution of the selected implementor function. Access to these strategic registers also facilitates some implementor module debug from the BASIC environment. The rest of this section describes the use of each register.

Section 3 discusses the memory-resident data arrays which support the exercising of an implementor module. These arrays are reserved by the BASIC driver program. Their addresses are passed in the "USR" call to the implementor routines, which store them into interface registers FLTA, AADR, FLTB, BADR, FLTR, and/or RADR defined in Figure 5-1. These registers are advanced during implementor execution to point to the array data elements as they are being processed. Following execution, the registers may be read from BASIC to determine how much of an array was processed. DADR is a special pointer used for Case-4 to point to the data element region of a pointer case (Case-4) array.

Moving down the interface table definitions, LCOUNT is the storage register for the loop iteration counter, which decrements to zero as the array elements are processed.

TIMER is a three-byte register which returns the elapsed execution time with a resolution of roughly a 60th of a second. VCOUNTER is a one-byte register which extends this resolution to about 1 millisecond. Timing facilities are discussed further in section 5.6.

TMPCTR1 & 2 have miscellaneous uses during execution, and provide visibility for debug.

DELTAA, DELTAB, DELTAR and DELTAD are the increments by which registers AADR, BADR, RADR and DADR are incremented upon each loop iteration - that is, they are set to the length of the elements being processed. Initialization of these variables is as described in section 5.2.2.

INHIBDMA is a boolean switch which enables the BASIC driver program to control whether or not display DMA is shut off during implementor execution (to stabilize time measurements).

SCALASW and SCALBSW are used in the variable length case (Case-3) and and pointer case (Case-4), as described in section 5.2.2. They inhibit incrementing the AADR and BADR registers if arguments A and/or B turn out to be scalars.

5. Detail Designs

5.2 Overview

The overall execution for arithmetic implementor module operations is flow-charted in Figure 5-2. Each of the 4 main blocks in the figure is annotated with the section number where it is described. The entry point "START" receives control when the BASIC driver program makes the appropriate call. A completion code is returned to the BASIC driver program at the end of execution, indicating success/failure.

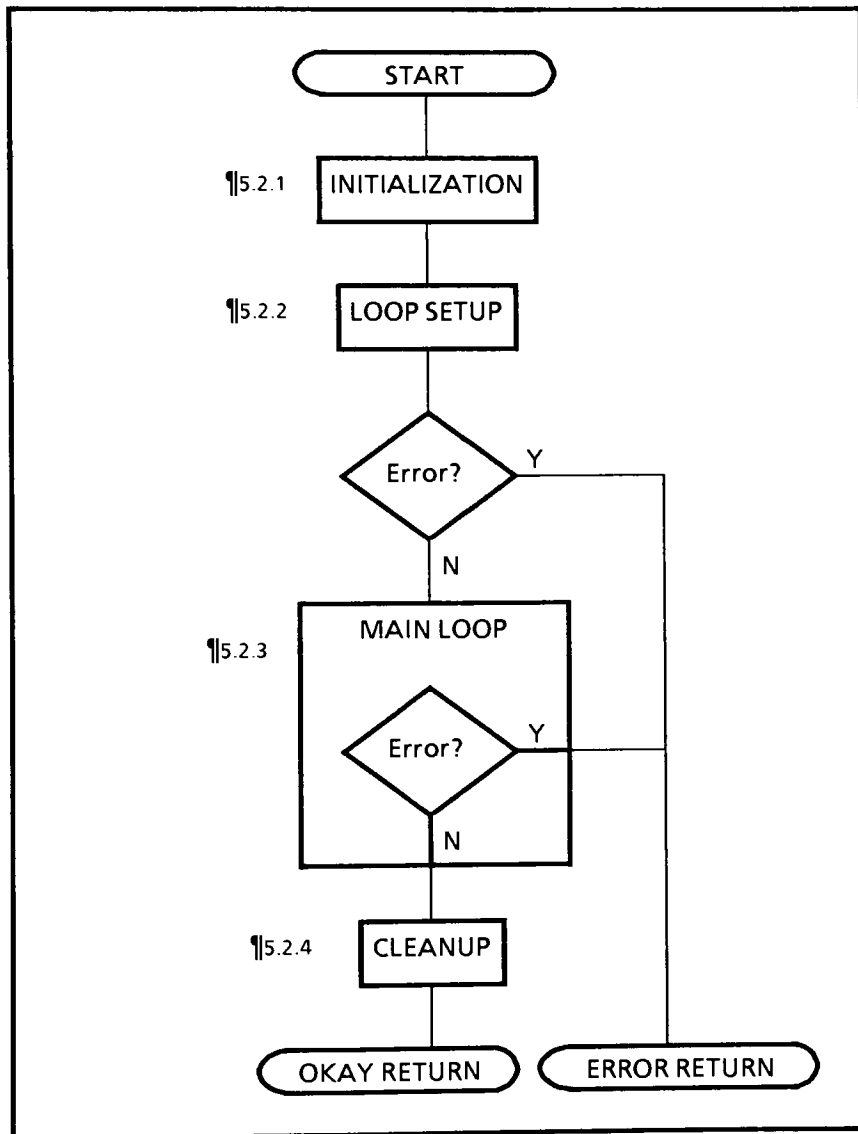


Figure 5-2. Implementor Block Diagram

5. Detail Designs

5.2.1 Initialization

Upon being called from BASIC, the Initialization block tests INHIBDMA, and (if set) turns off the computer display DMA function (to stabilize time measurements). It clears and starts the interval timer which will be used to measure elapsed execution time, unstacks argument values which accompanied the call from BASIC, and stores them in appropriate registers. These arguments consist of the addresses of the arrays to be manipulated - the space for these arrays has been preallocated by the BASIC driver program. Finally, Initialization sets up the Main Loop with the desired calculation function - addition, multiplication, etc.

5.2.2 Loop Setup

The Loop Setup block performs rank and shape calculations to set up the resultant's header, and calculates the number of loop iterations required of the Main Loop. The logic for Loop Setup is flow-charted in Figures 5-3 and 5-4. Upon entry to the flow chart, variable 'A' points to the start of the Case-n argument A array, 'B' points to the start of the B array, and 'R' points to the start of the buffer reserved for the R resultant array. Thus, 'A', 'B' and 'R' point to the beginnings of the headers of the corresponding arrays.

Upon successful exit from the flow chart, 'A' has been incremented past the header to point to the first A data element, 'B' to the first B data element and 'R' to the first R resultant element. The R header ahead of this first R element has been calculated and filled in with both rank and shape. ΔA , ΔB and ΔR , the increment to 'A', 'B' and 'R' pointers at the end of each loop iteration, have been filled in (for cases of fixed element size) - with a value of 0 if the argument is a scalar, and a value of the data element size (6) if the argument is an array. (The definition of a dyadic operation between an array and a scalar requires that the scalar be repeated for each member of the array. This is implemented by zeroing incrementation for scalar 'A' and/or 'B'.) Lastly, the number of loop iterations 'L' is calculated.

Error exits occur from the flow chart if the arguments A and B are arrays with dissimilar rank or shape.

The notation for the value of the contents of pointer 'A' is (A). That is, at the entry to the flow chart, (A) is the first item of the array A's header, which is the rank (number of dimensions) of array A, referred to as pA. Successive elements in the header following the rank are the number of elements per dimension (the shape). The total number of required main loop iterations 'L' is calculated by finding the product of these dimension lengths using a FOR loop of 'rank' iterations.

For the variable length case (Case-3) and pointer case (Case-4) where element sizes are not fixed, ΔA , ΔB and ΔR are calculated within the Main Loop, and not within Loop Setup. Instead, Loop Setup supplies boolean values to signal the Main Loop whether or not to increment 'A' and/or 'B'. Thus for these two cases, Figure 5-4 replaces the initialization of ΔA , ΔB and ΔR with the setting of SCALASW & SCALBSW.

During the construction of pointer case (Case-4) arrays, register 'R' addresses the 2-byte pointers, and another register 'D' points to the variable length data elements. ΔR takes on a fixed value of 2 because of the fixed length of the pointers, and ΔD is the length of the previous data element. ΔR and ΔD are set up in the Main Loop.

5. Detail Designs

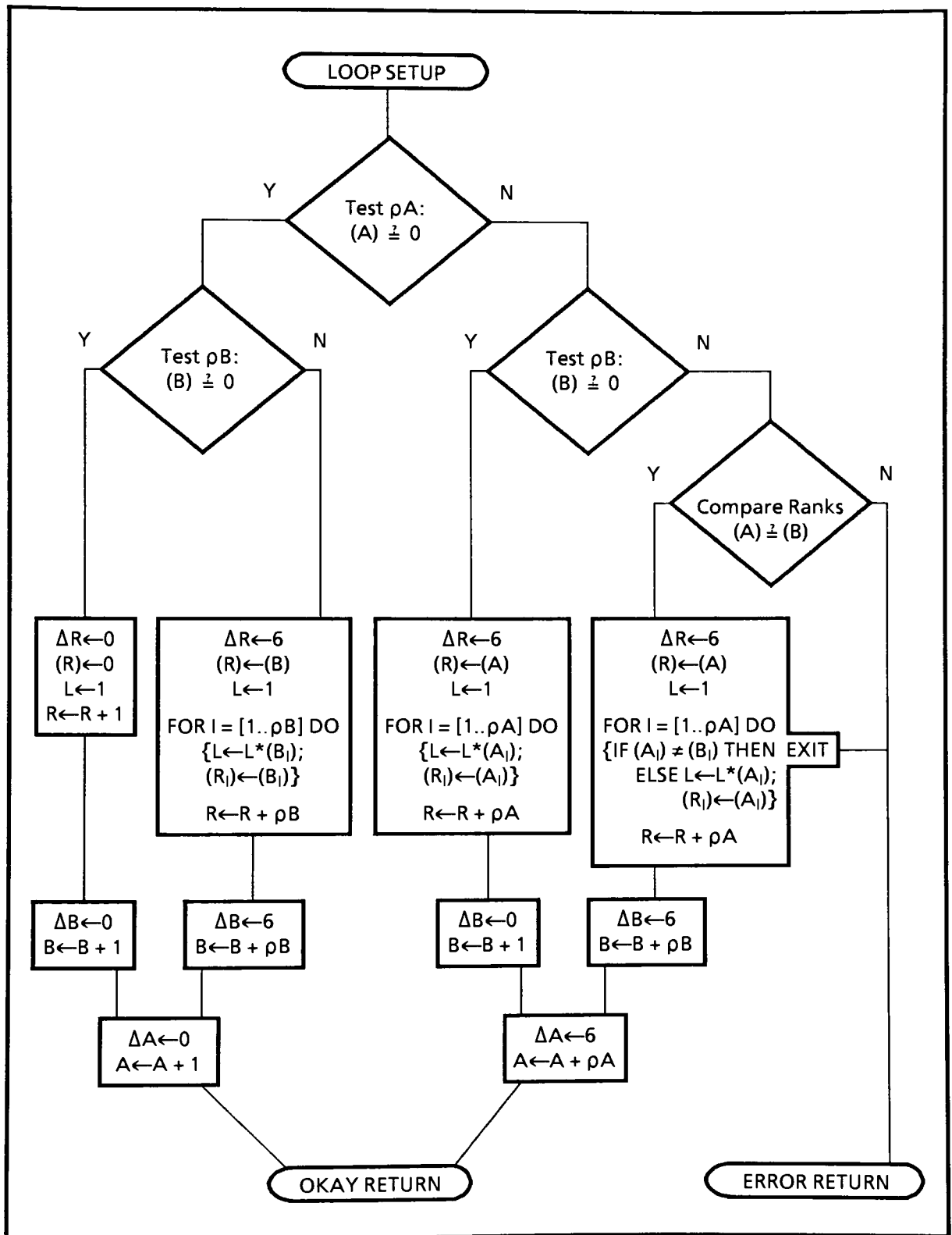


Figure 5-3. Loop Setup (Case-0, -1 & -2)

5. Detail Designs

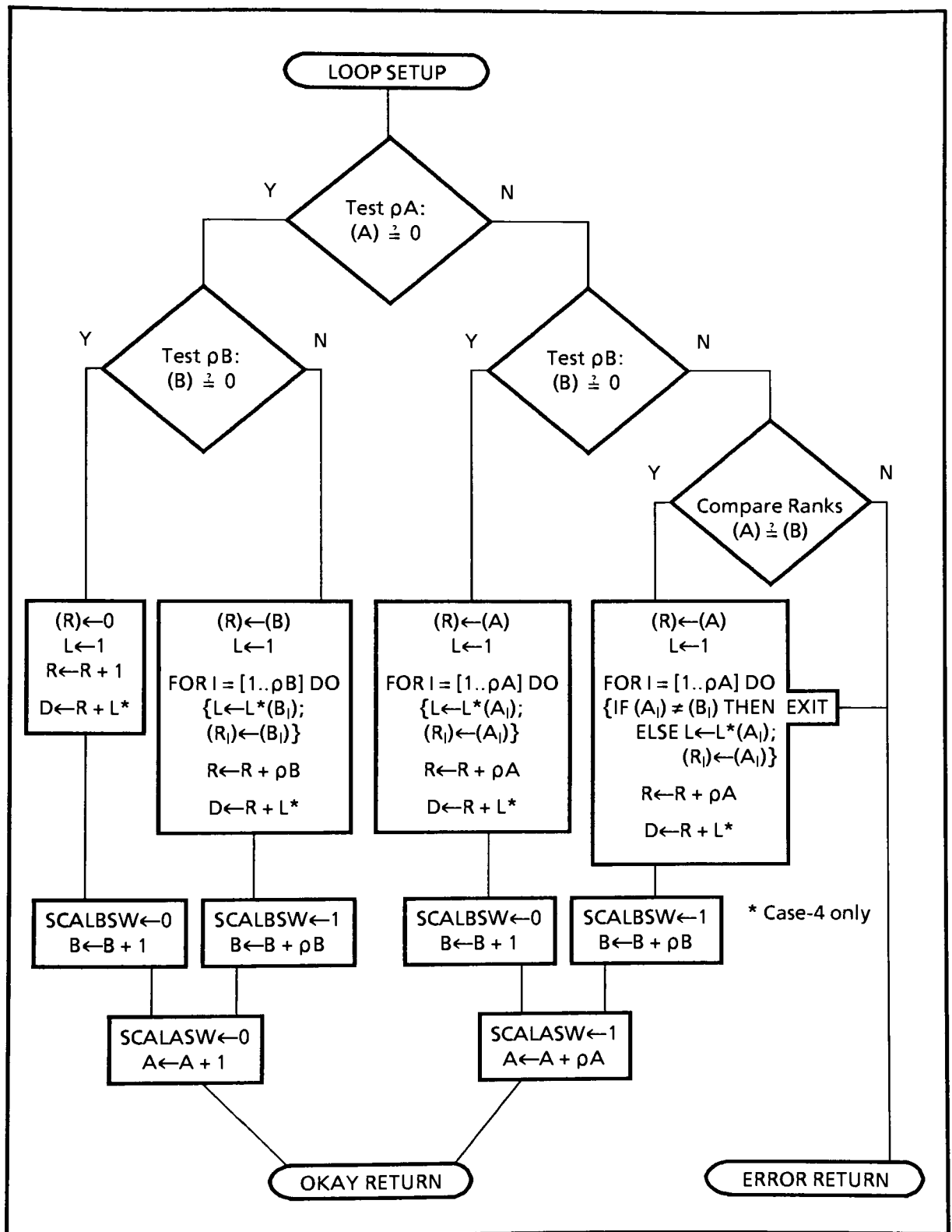


Figure 5-4. Loop Setup (Case-3 & -4)

5.2.3 Main Loop

Figure 5-5 shows the logic of the Main Loop block of Figure 5-2. Within the Main Loop on each iteration, pairs of A & B argument data elements are processed, producing a resultant data element which is stored into the R array. Upon entry to the Main Loop, pointer 'A' contains the address of the first element of argument A, having been advanced past A's header by the Loop Setup block (qv). Similarly, pointer 'B' addresses the first element of argument B, and pointer 'R' contains the address where the first resultant element will be written (past the R header).

Execution of the Main Loop proceeds for L iterations, where 'L' was calculated during Loop Setup. At the beginning of each iteration, the next two argument data elements addressed by (A) and (B) respectively are loaded into a pair of page zero registers for processing by the arithmetic function selected by the Initialization block. In cases where data element representations can differ, the simpler data element is coerced into the more complex data element's representation, and the more complex processing algorithm is chosen. The arithmetic function processes the two data elements in the page zero registers, and leaves the resultant data element in one of the registers. In cases where data element representations are mixed, an attempt is made to coerce the resultant data element into a simpler type (such as rounding off floating point 3.99999... to integer 4). Then the data element is stored at the location addressed by (R). At the conclusion of each iteration, pointers 'A', 'B' and 'R' are incremented by ΔA , ΔB and ΔR respectively, so that they will point to the next elements to be processed on the following iteration.

At the end of iteration number 'L', in general 'A', 'B' and 'R' point to the byte following the last element of the corresponding arrays. The exception to this statement occurs when A, B and/or R are scalar: in such a case no incrementation takes place, and the pointer continues to point to the first and only element of the scalar data structure.

Figure 5-5 must be modified slightly to handle the variable length case (Case-3) and pointer case (Case-4), where element size (and hence the amount of incrementation at the conclusion of each loop iteration) is not fixed. For these two cases ΔA , ΔB and ΔR are calculated by the arithmetic function executed at the beginning of each iteration, not by Loop Setup. At the end of each iteration the decision whether or not to increment each array pointer is provided in Case-3 and Case-4 by booleans SCALASW and SCALBSW which are initialized by Loop Setup. A value of 0 indicates a scalar requiring no incrementation; a value of 1 indicates an array requiring incrementation.

For the pointer case only (Case-4), the register 'D' is incremented by ΔD at the conclusion of each iteration. For this case ΔD is calculated as the length of the just-calculated resultant, and ΔR is fixed at 2 - because the register 'R' addresses the 2-byte pointers of the Case-4 array.

5.2.4 Cleanup

The final block in Figure 5-2 is the Cleanup block, which stops the timer and stores the elapsed time in the interface table, and re-enables the display DMA. Upon return to the BASIC driver program, the completion status is provided as a returned value.

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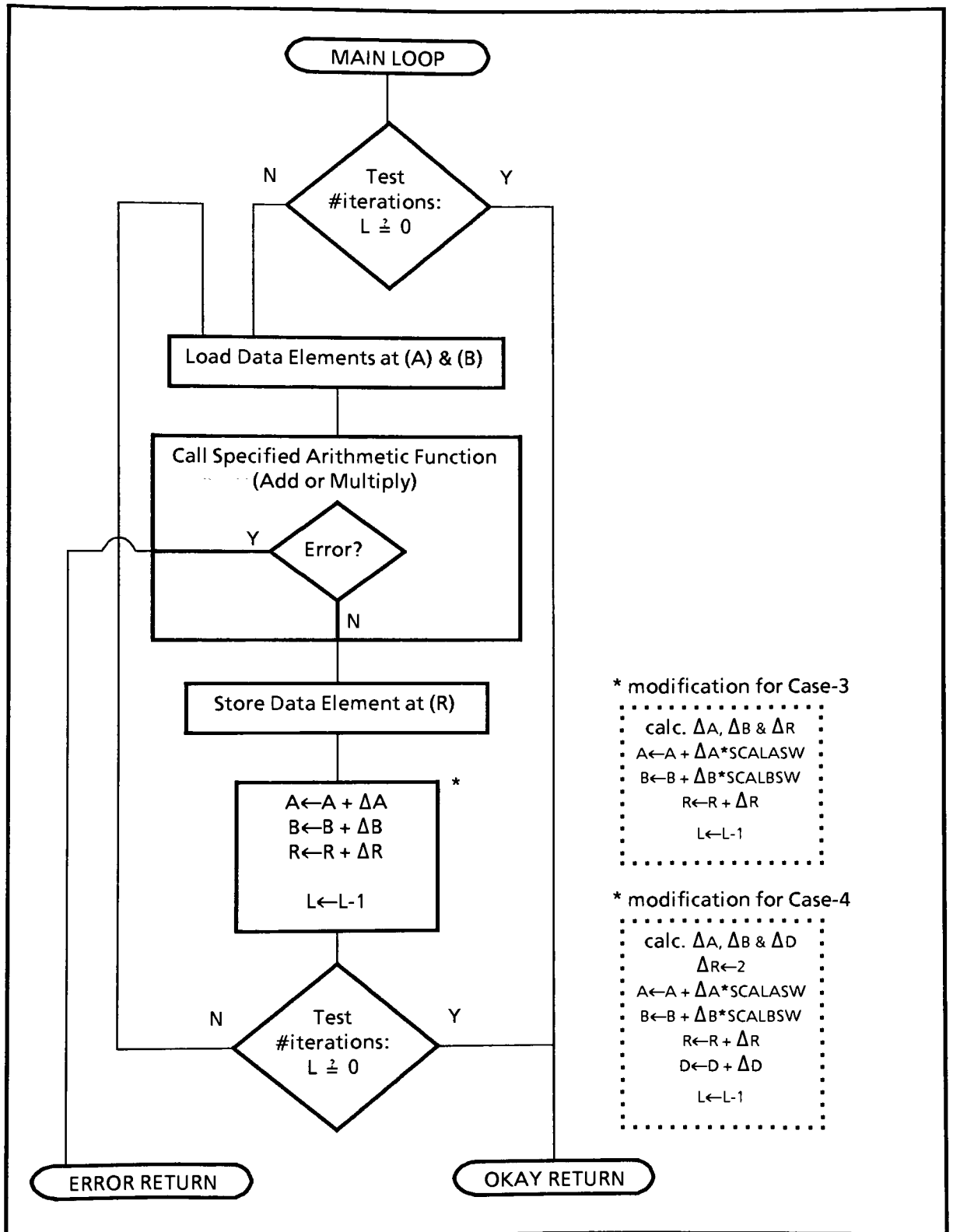


Figure 5-5. Main Loop

5.3 Integer Addition

Integer addition is implemented using a simple algorithm. First the algebraic signs of the two addends are compared. If they are the same, the sign of the result is the same as that of each addend, and the magnitudes of the two arguments are added in a loop that processes a byte from each addend at a time, starting with the least significant and ending with the most significant.

If the signs of the two arguments differ, then the two magnitudes must be compared to determine which is larger. This is accomplished with a loop that compares a byte from one addend with the corresponding byte of the other, starting with the most significant bytes. Equality causes the loop to proceed to the next pair of bytes. As soon as an unequal pair of bytes is encountered, the larger of the two magnitudes is determined. At that point, the sign of the resultant is assigned as the sign of the larger magnitude, and the smaller magnitude is subtracted from the larger. This is accomplished as with magnitude addition above, starting with the least significant bytes and ending with the most significant.

If the magnitudes happen to be equal but the signs are different, the resultant is assigned as all-zeros, the representation for + 0.

The integer addition algorithm always processes 5 bytes of magnitude from each argument, regardless of the number of bytes in variable length integers. Thus, the variable length integers have to be loaded into the least significant ends of the addend registers, except for the signs which are inserted into the most significant byte. Unused high significant bytes are zero-filled before addition begins.

5.4 Integer Multiplication

Integer multiplication is implemented using an original algorithm based upon the look-up tables shown in Figure 5-6. The table on the left gives the least significant digit of the product of any pair of digits. The table on the right gives the carry (or most significant) digit from the multiplication of any pair of digits. For example, given the digits 4 & 7, Table P yields the least significant digit of their product (8), and Table C yields the most significant digit of their product (2).

In the actual implementation (See Tables.ASM in Appendix III), each of the tables is laid out as a linear list of entries, such that the two digits to be multiplied can be concatenated into a single byte that can be used to directly index the table of interest. Although a byte can potentially address 256 locations the tables P and C are only 160 entries long. This is because each nibble contains a BCD digit, so the most significant nibble of the byte index can never exceed 10_{decimal}. See section 7.2 for a discussion on optimizing table size.

The tables P & C handle only single-digit arguments, but the complete integer multiplier is designed to find the product of multi-digit arguments, with two digits packed into each byte of each argument. To illustrate the implementation, the long multiplication of CDEF by AB is detailed in Figure 5-7. As depicted by the shading, AB is a two-digit multiplier packed into a single byte, and CDEF is a 4-digit multiplicand packed into two adjacent bytes. The long multiplication contains a series of looked-up terms such as P_{BF} & C_{BF} . The notation P_{BF} represents the Product of digits B & F. P_{BF} is a single digit which can be looked up in Table P as defined above. Similarly, the notation C_{BF} represents the Carry of digits B & F - a single digit which can be looked up in Table C. Figure 5-7 shows that each digit of each resultant byte is the sum of various P and C terms. Since the tables P & C are configured for only single digit arguments, the pair of digits within each argument byte must be separated by masking and then recombined to form the one-byte indices used in the actual table

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	0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9
2	0	2	4	6	8	0	2	4	6	8
3	0	3	6	9	2	5	8	1	4	7
4	0	4	8	2	6	0	4	8	2	6
5	0	5	0	5	0	5	0	5	0	5
6	0	6	2	8	4	0	6	2	8	4
7	0	7	4	1	8	5	2	9	6	3
8	0	8	6	4	2	0	8	6	4	2
9	0	9	8	7	6	5	4	3	2	1

TABLE P

	0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	1	1	1	1	1
3	0	0	0	0	1	1	1	2	2	2
4	0	0	0	1	1	2	2	2	3	3
5	0	0	1	1	2	2	3	3	4	4
6	0	0	1	1	2	3	3	4	4	5
7	0	0	1	2	2	3	4	4	5	6
8	0	0	1	2	3	4	4	5	6	7
9	0	0	1	2	3	4	5	6	7	8

TABLE C

Figure 5-6. Integer Multiplication Lookup Tables

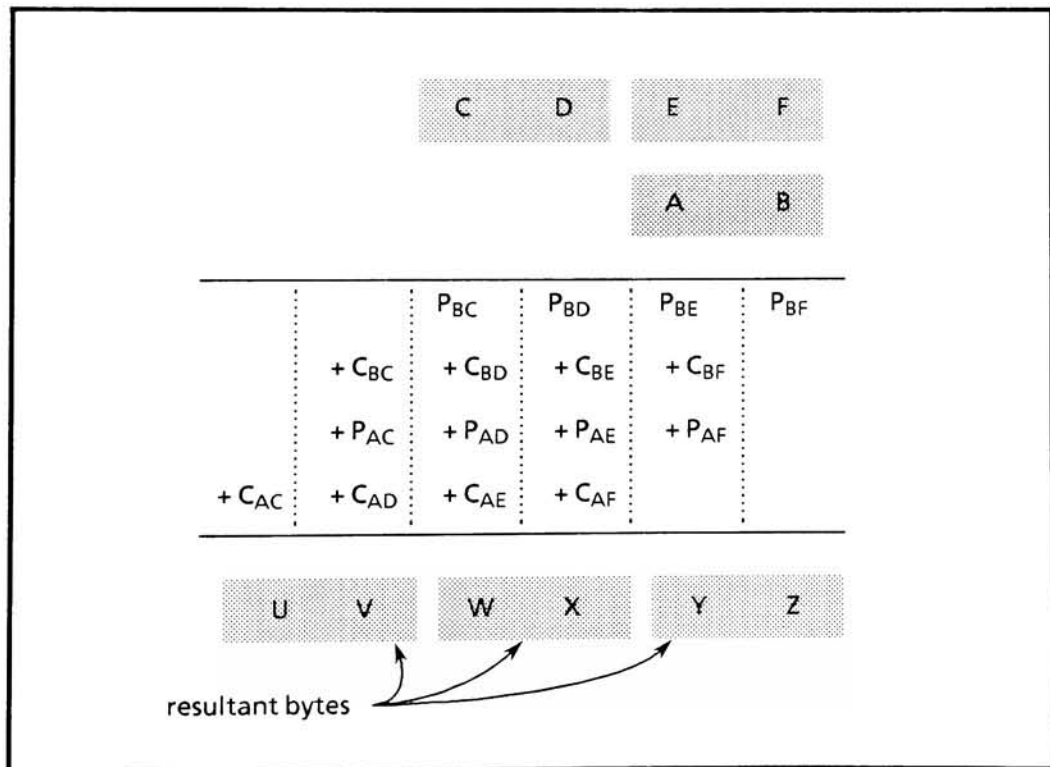


Figure 5-7. Long Multiplication of 'CDEF' by 'AB'

5. Detail Designs

look-up. For example, in processing byte AB with byte EF, tables P & C need to be consulted four times each, utilizing indices BF, BE, AF and AE respectively.

With the details of (byte x byte) multiplication out of the way, we can now proceed to the top level control of the integer multiplier. The first decision is to examine both arguments, determine the one with the smaller number of bytes, and assign it as the multiplier. This minimizes the number of outer loop iterations. The other argument becomes the multiplicand. From this point on, execution proceeds in a straightforward manner. An outer loop is set up which iterates on each byte of the multiplier. On each iteration, an inner loop processes the current byte of the multiplier with one byte of the multiplicand, and the partial result is added to the contents of a resultant register (in the proper byte position). This processing involves constructing the required index values from the bytes being processed, acquiring the appropriate P and C terms by indexing the lookup tables, and adding up the looked-up terms. When the outer loop has executed for each multiplier byte, the resultant register contains the desired product, which can then be written out as a data element in the resultant array.

A potentially time-consuming multiplication operation is thus reduced to a fast and efficient addition of a few simple table look-up terms. The only tricky part of the implementation is, for any particular pair of bytes being processed, to remember to include Products and Carries of bytes to the right of the ones of interest which affect the resultant byte of interest. For example in Figure 5-7, the middle two columns of the result can be thought of as being associated with the product of AB with CD - nevertheless, terms from the processing of AB with EF appear in these columns as well.

5.5 Selection

During Selection, individual elements are chosen from a "target" array, given their indices which are provided in a second "selector" array. The resultant array contains data elements selected from the target array, but has a shape which is identical to that of the selector array.

As mentioned in section 3., multidimensional indices in the selector array have already been converted to one-dimensional indices, which map to the linearized storage order of the target array elements. This conversion process is well understood, but is outside the scope of this thesis because the data structures used do not support n-tuples required to represent multidimensional indices.

For all cases except variable length (Case-3), the actual elements to be selected have fixed length throughout the target array. For the homogeneous floating point and integer cases (Case-0 and -1) and the heterogeneous fixed length case (Case-2), each element is 6 bytes long. For the heterogeneous pointer case (Case-4), the elements are 2 bytes long.

For these fixed length cases, then, any desired element can be located in a target array given the index of the element, by simply multiplying the (zero-based) index by the element length, and adding that product to the start address of the target array. Since the heterogeneous pointer elements to be selected are 2 bytes long, that case can be optimized by using a shift operation to implement multiplication by 2. This extension is called "optimized heterogeneous pointer case", Case-4A. It is referenced in section 6 where it is compared against unoptimized heterogeneous pointer and the other cases.

The Selection algorithm for heterogeneous variable length element arrays (Case-3) is completely different. Only a linear search through the target array can be used to locate selected elements. Since each element contains a length flag only in its first byte, the search must be unidirectional from the beginning of the array to the end. As shown in Figure 5-8, during the search the index value of

5. Detail Designs

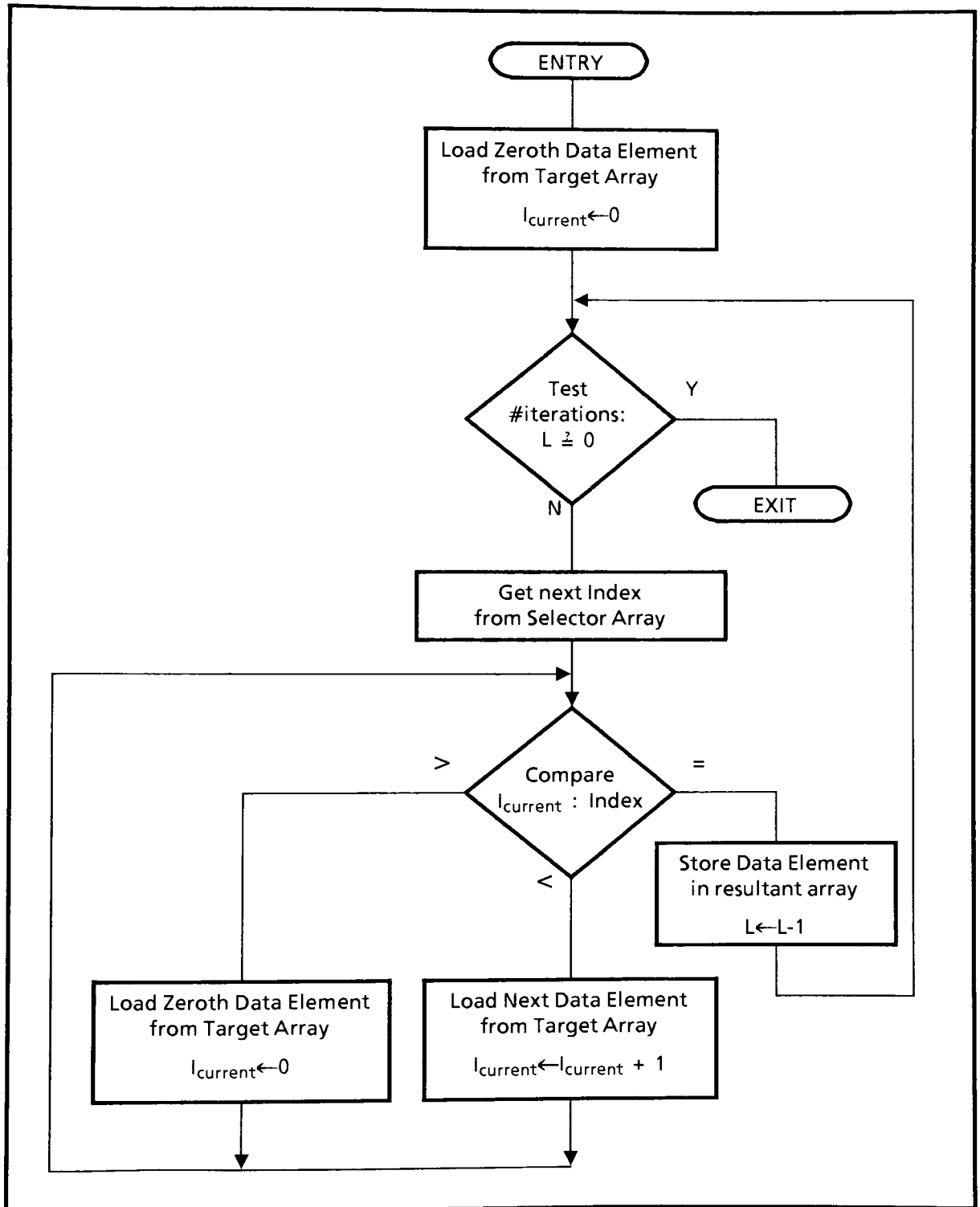


Figure 5-8. Linear Search Selection Algorithm

5. Detail Designs

the "current" element and its position within the target array are maintained (a negligible overhead). Thus, if the next element to be found has an index which is the same as, or higher than that of the "current" element just found, the search can begin with the current element. This avoids having to start the search for each element at the beginning of the array. Of course, if the desired element has an index lower than the current one, the search must start over again at element number 0. As found in section 6, this severely impacts selection from a target array in descending order. See section 7.2.1 for suggested further work on this problem.

5.6 Elapsed Time Measurement

This section details the design of the code for measuring processing time. Although it is very hardware-specific, it is included here because of its importance to the thesis results as a whole.

The measurement of elapsed time within an implementor is performed by code within the UTILITIES.ASM module. Measurements are based upon two Atari hardware-related registers. One of them is tied to the TV display frame rate and is incremented precisely 59.923334 times per second by the Atari VBLANK internal interrupt routine, which occurs at the start of the "vertical blanking interval" at the end of each TV display frame. This register is zeroed by software at the beginning of the measurement period. Because it is three bytes long, it can measure elapsed times in excess of 77 hours without overflowing, to a resolution of roughly a 60th of a second.

There is also a one-byte register which contains the current TV scan line within the display frame, divided by two. That is, one count represents the time required to paint two TV scan lines; the range of this hardware register is 0 - 227. This enables the resolution of elapsed time measurements to approach 75 microseconds, but the uncertainty period caused by the VBLANK (vertical blanking) interrupt routine can cause a worst case error of ± 0.4 millisecond. Empirical evidence obtained by repetitively measuring the elapsed time of a short exercise bears this out. Consequently all individual time measurements quoted in this report are rounded to the nearest 1 millisecond.

The one-byte scan line register is free-running, tracking the display's progress through a frame, and is thus not resettable by software. At the beginning of the measurement period, the current value of this register is stored in VCOUNT within the Implementor-Driver Interface Table and the 3-byte frame counter register is zeroed. At the end of the measurement period, the scan line register is again sampled along with the elapsed time in the frame counter register. The difference of the two scan line register measurements is found (and corrected by incrementing the frame counter measurement if the initial VCOUNT exceeds the final VCOUNT). This VCOUNT difference is stored back into the VCOUNT register, and the frame counter is stored in the TIMER register. The data is thus available to be read by the BASIC driver program for computing and displaying the composite elapsed time.

6. Investigation

This chapter of the thesis report presents cumulative results of numerous tests that were run on the various Case-n implementors by driving them with numerous BASIC exerciser modules. Data is presented in graphical form so that trends and differences can be easily observed. The actual measurements which form the basis of the graphs are presented in detailed tables which may be found in Appendix II. Each graph is annotated at the upper left corner with the name of the table where the data can be found. The tables are arranged in alphabetical order in Appendix II. At the top of each table are the name(s) of the BASIC exerciser module(s) and Case-n implementor(s) that were run to obtain the test data. Listings of these, in turn, are provided in Appendices III and IIII respectively.

One master BASIC program called "REPORT" was utilized to create a user-friendly environment for running all tests. As described in section 4.2, this master program contains a "hole" into which various subprogram overlays may be inserted, to define exactly which exercise is to be run and exactly which data is to be taken. The user of REPORT has the ability to bring into memory and run any subprogram overlay, coupled with any Case-n implementor module. A listing of the master BASIC program REPORT is included in Appendix III, along with the listings of all subprogram overlays (exerciser modules). All listings in Appendix III are arranged in alphabetical order by name.

REPORT contains all the support data structures, subroutines and data analysis tools required to run the exercises. Most of the exercises run under REPORT involve arrays of 400 elements or less. This limit results from the amount of memory available in the computer for all of the array storage: In general, enough storage must be allocated in REPORT to hold both BASIC-compatible and Case-n versions of the same data.

Appendix IIII contains complete assembly language source listings of all implementor modules, arranged in alphabetical order.

With all the statistics and measurements presented in the following sections, it is important not to overlook a somewhat fundamental point: The addition, multiplication and selection functions which have been implemented do in fact produce arithmetically correct results. Appendix II contains three sample listings TESTAMS.CASE-2, TESTAMS.CASE-3 and TESTAMS.CASE-4 to illustrate this fact. The listings show tests of addition, multiplication and selection on arrays of various shapes, containing mixtures of integer and floating point elements. The results for Case-2, -3 and -4 are identical, as they should be. The BASIC subprogram overlay to REPORT which produced these printouts is called TESTAMS.BAS, and is included in Appendix III.

6.1. Integer Function Speed

This section measures the speed advantage of being able to handle integer arguments with integer arithmetic operators, rather than always using floating point operators. Even for heterogeneous arrays, where a choice must be made between floating point and integer processing, the overhead is not seen to be appreciable compared to the advantages of integer processing. The discussion below is limited to the three cases with fixed-length data elements: homogeneous floating point & integer and heterogeneous fixed length (Case-0, -1 and -2).

Figure 6-1 illustrates the linear relationship between the length of arrays (number of loop iterations) and the time required to complete the calculation for the homogeneous floating point base case (Case-0) dyadic addition between a pair of identical arrays, with all elements of both arrays equal to a fixed value. As shown on the figure, four different values were used which differed only in

6. Investigation

Data: Appendix II, table ADD400-9's.CASE-0

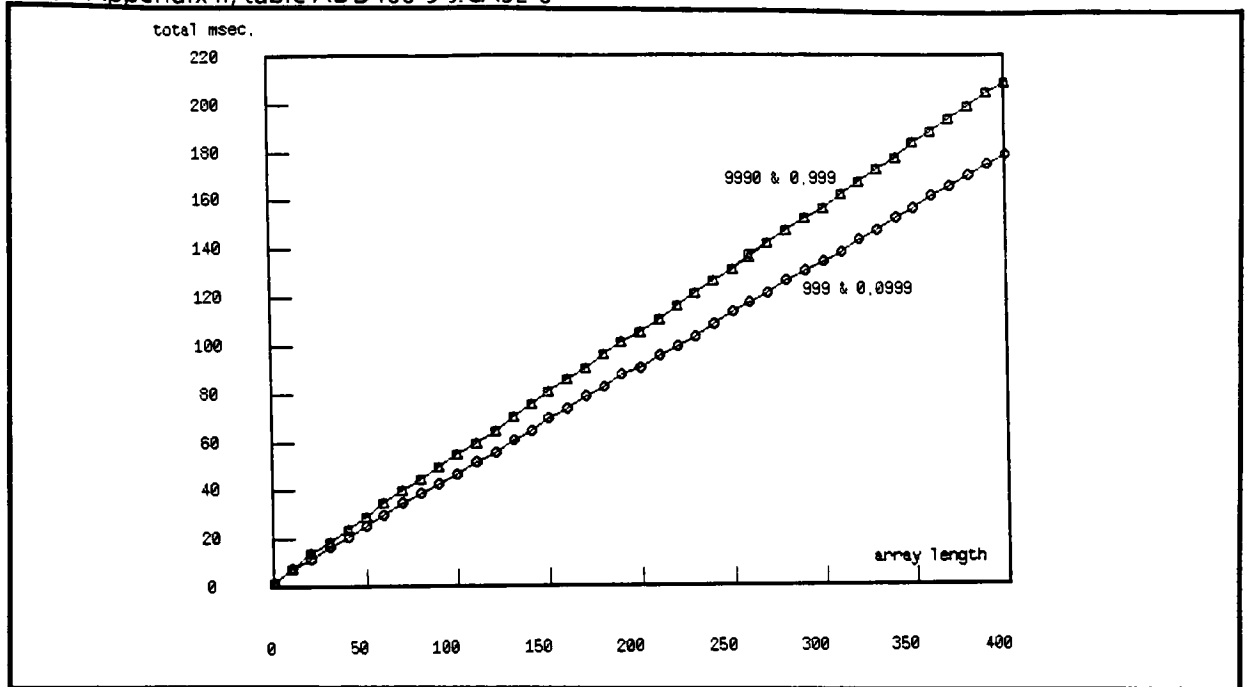


Figure 6-1. Addition for Case-0: 0 to 400 values of 9990, 999, 0.999 & 0.0999

Data: Appendix II, table ADD400-9's.CASE-0 & -1

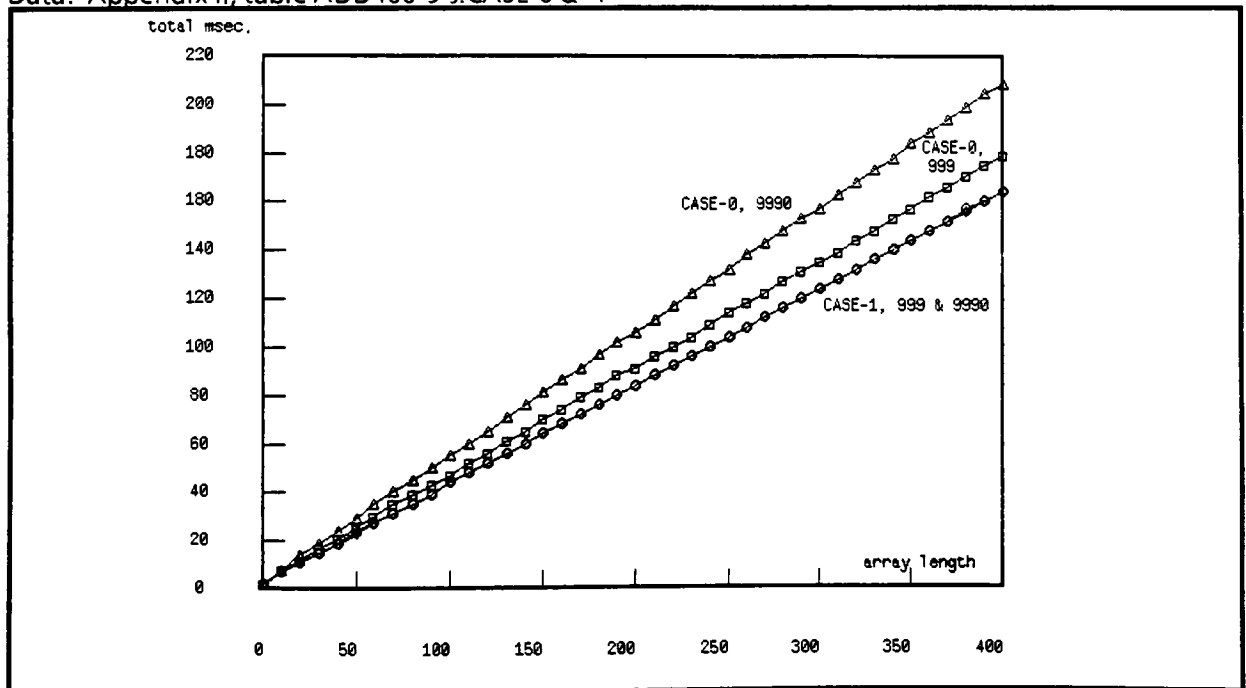


Figure 6-2. Addition for Case-0 & -1: 0 to 400 values of 9990 & 999

6. Investigation

magnitude. The four different values resulted in only two distinct curves. From this graph and the table of data that backs it, it is evident that the Atari floating point addition function thruput depends upon the data being processed. The data dependency can be most likely traced to the normalization and exponent change that must occur when there is a carry out of the most significant resultant byte during floating point operations. It is also evident from Figure 6-1 that there is no optimization for integers - real and integer arguments have similar thruput if they require the same normalization process.

The data dependency associated with normalization is absent for the homogeneous integer base case (Case-1) addition algorithm, because there is no normalization required. In Figure 6-2, the two Case-0 (floating point) curves for integer data (999 & 9990) from Figure 6-1 are repeated and joined by two curves plotting (integer) addition of the same data: these new curves overlap, showing lack of data-dependency, because there is no exponent requiring normalization. The integer addition function is also seen to be faster than the floating point function, even where the floating point function is not required to do a normalization on the result.

Figure 6-3 plots the results of multiplying the same arrays as were added in Figure 6-1 using floating point base case (Case-0). Again we see that the thruput is data-dependent, although as a percentage of thruput the effect is small. Multiplication time is large compared to normalization time for the result (note the scale of Figure 6-3's abscissa, compared to that of Figures 6-1 & 6-2).

Figure 6-4 compares Case-0 (floating point) multiplication of integers with Case-1 (integer), as was done in Figure 6-2 for addition: The lookup integer multiplication routine implemented for Case-1 results in a dramatic reduction in execution time. Here again as with addition, the data dependency of processing time associated with normalization is missing for the integer function.

Up to this point, the number of significant digits (9's) in the argument array elements has remained fixed at 3. Figures 6-5 and 6-6 examine the data dependency upon addition and multiplication processing time per element, when the number of significant digits in the integer arguments varies. Plots for all 5 Cases of implementors are shown.

In Figure 6-5 we see an "oscillating" data dependency upon the number of significant digits for Case-0 (floating point) addition, which appears similar in magnitude to the normalization dependency discussed above, but the cause of this "oscillation" is not obvious without understanding the internals of the Atari Floating Point Package. Case-1 (integer base case) and Case-2 (heterogeneous fixed length case) addition use the integer addition function with its higher performance and lack of data dependency. Note that Case-2 suffers from the overhead required to detect integers and choose integer addition. Case-3 (heterogeneous variable length case) also uses the integer addition function, but shows data dependency because longer elements take more time to store and retrieve than shorter ones. Case-4 (pointer case) shares this element length dependency, with the added overhead of accessing the elements via pointers.

In Figure 6-6 Case-0 (floating point) multiplication appears strongly dependent upon the number of significant digits: Its add-and-shift loops probably are optimized to take advantage of any zeros that appear in the argument digits. The integer multiplication table look-up algorithm which is used for the remaining Cases in Figure 6-6 is dependent only upon the significant number of pairs of digits in the argument data. This is because its add-and-shift loops operate on a byte at a time, and a byte contains a pair of packed BCD digits. Because of the large processing time associated with multiplication itself, the overhead impact differences between the various Cases that use integer multiplication are barely discernable in Figure 6-6.

6. Investigation

Data: Appendix II, table MUL400-9's.CASE-0

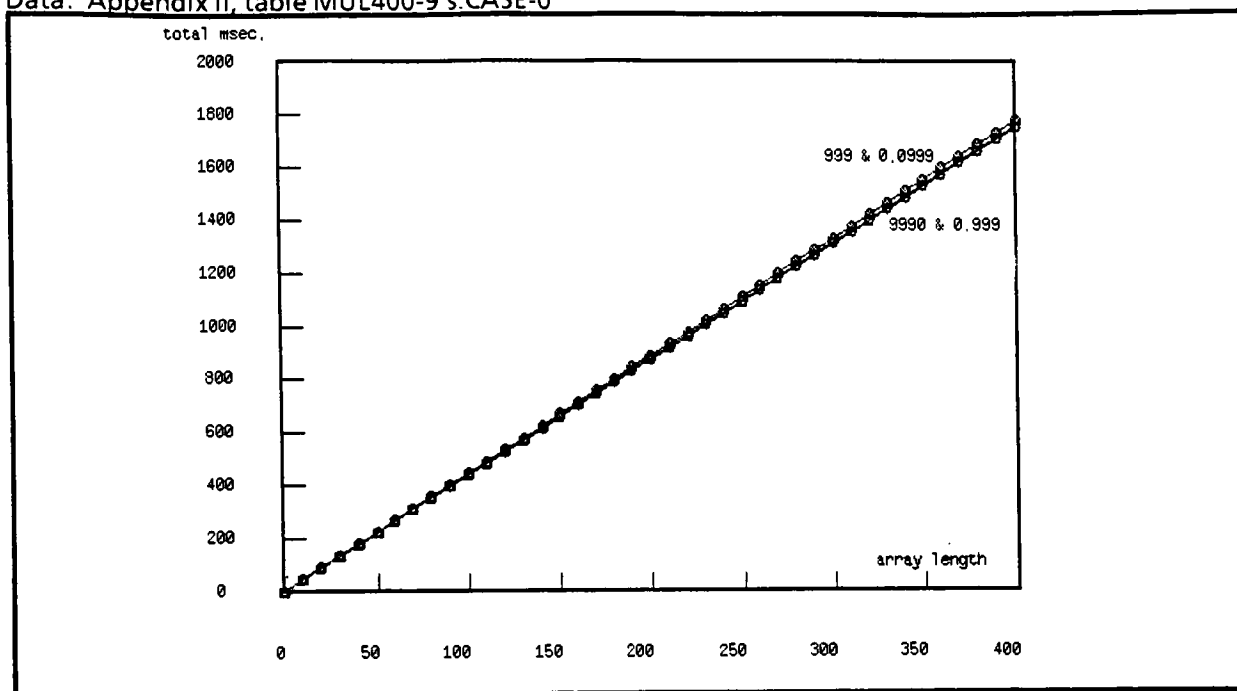


Figure 6-3. Multiplication for Case-0: 0 to 400 values of 9990, 999, 0.999 & 0.0999

Data: Appendix II, table MUL400-9's.CASE-0 & -1

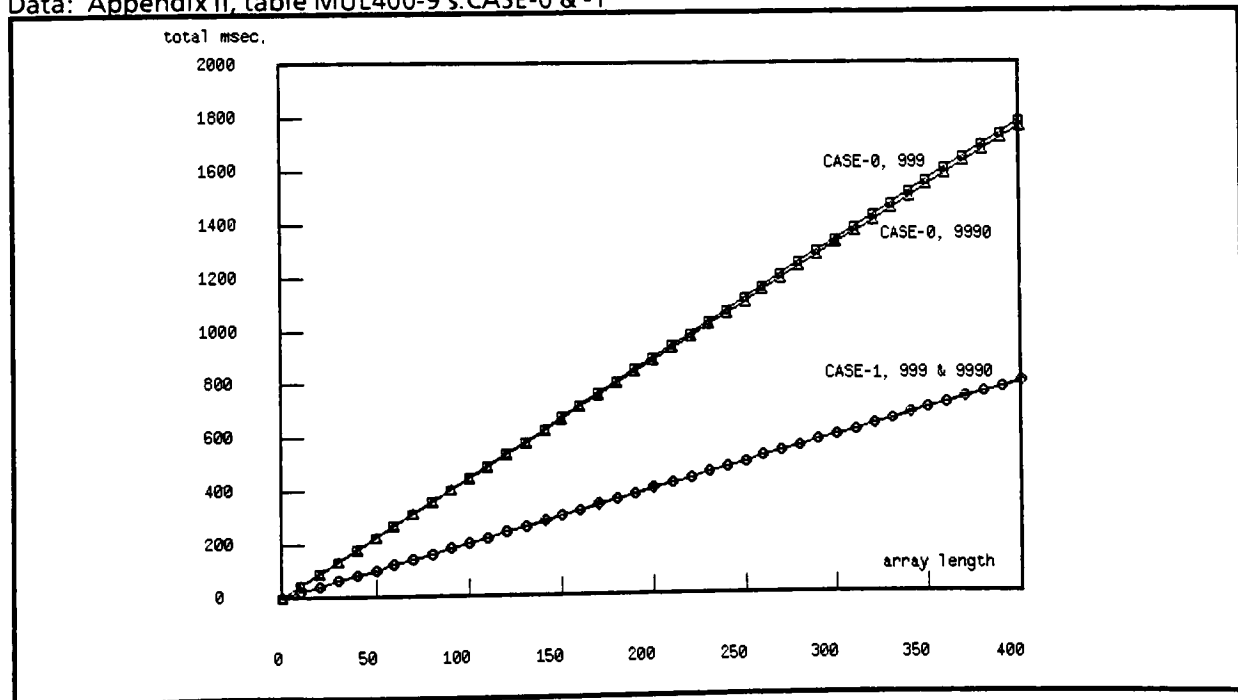


Figure 6-4. Multiplication for Case-0 & -1: 0 to 400 values of 9990 & 999

6. Investigation

Data: Appendix II, table ADD0-9's.CASE-0, -1, -2, -3, & -4

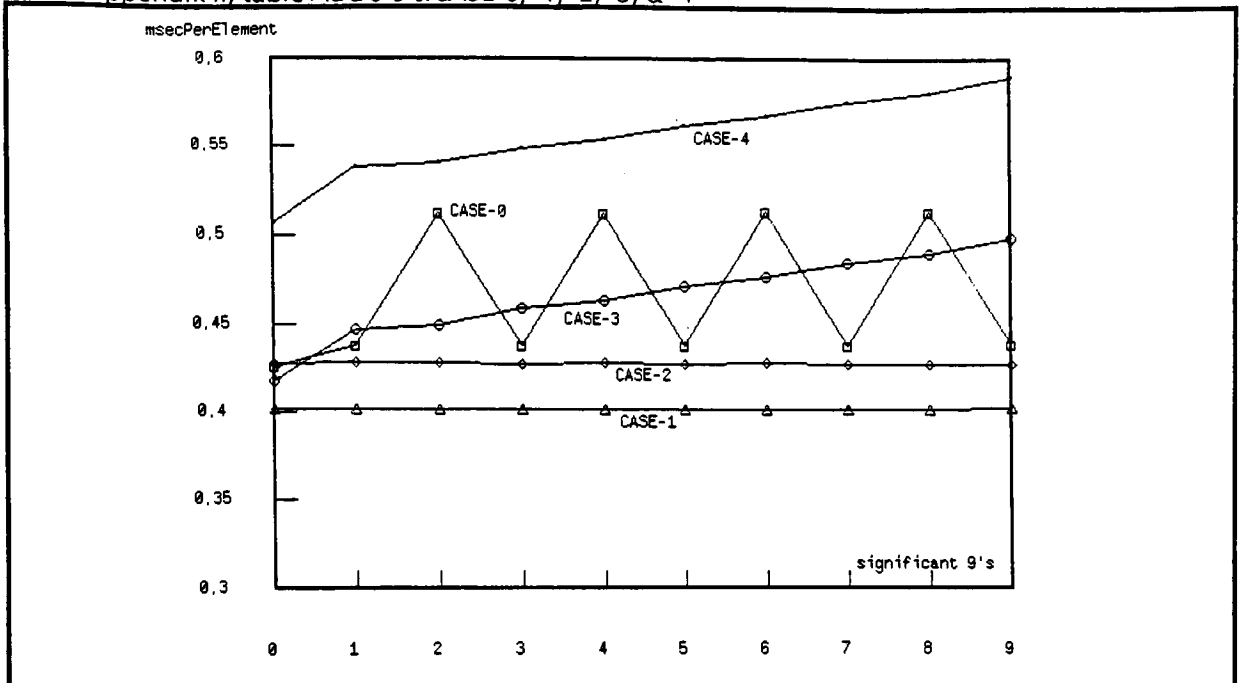


Figure 6-5. Addition for Case-n: values 0, 9, 99, 999, ... ,9999999999

Data: Appendix II, table MUL0-9's.CASE-0, -1, -2, -3 & -4

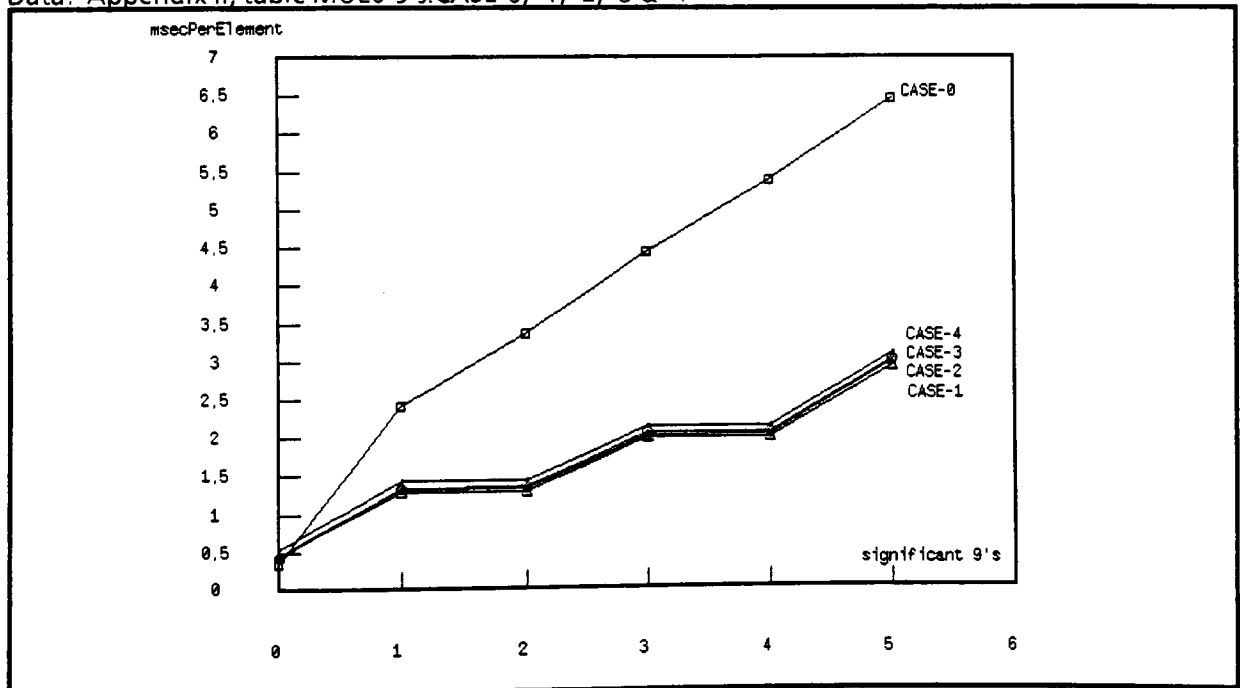


Figure 6-6. Multiplication for Case-n: values 0, 9, 99, 999, 9999 & 99999

6. Investigation

Turning to the selection function, we see in Figure 6-7 that the Case-1 (integer) selection function is significantly faster than the Case-0 (floating point) equivalent. This is because of the significant advantage of integer multiplication over floating point multiplication: selection uses multiplication of the element index by the element size in the calculation of each element location within an array. As shown in Figure 6-6, multiplication processing time increases somewhat with the number of significant digits being multiplied. This is no doubt the cause of the minor wiggles and slightly concave appearance of the otherwise linear curves of Figure 6-7, particularly for Case-0 which has a greater data dependency than Case-1.

As shown in Figure 6-8, there is little dependency of selection throughput upon the selected data values themselves, since selection involves copying of the entire data element. For Case-0, Case-1 and Case-2 where the data elements have a size fixed at 6 bytes, Figure 6-8 shows absolutely no data dependency. For Case-3, Case-4 and Case-4A the data element lengths are variable, and the resulting increase of processing time shows up as a slightly positive slope, which is just barely visible as "jaggies" on the associated curves. This slight dependency is more visible in the Appendix II table associated with Figure 6-8. Case-4A is a heterogeneous pointer case as is Case-4, except that a left shift is used rather than a multiply-by-2 to index into the 2-byte pointer array; the shift offers significant time savings.

Data: Appendix II, table SEL400-9's CASE-0, -1 & -2

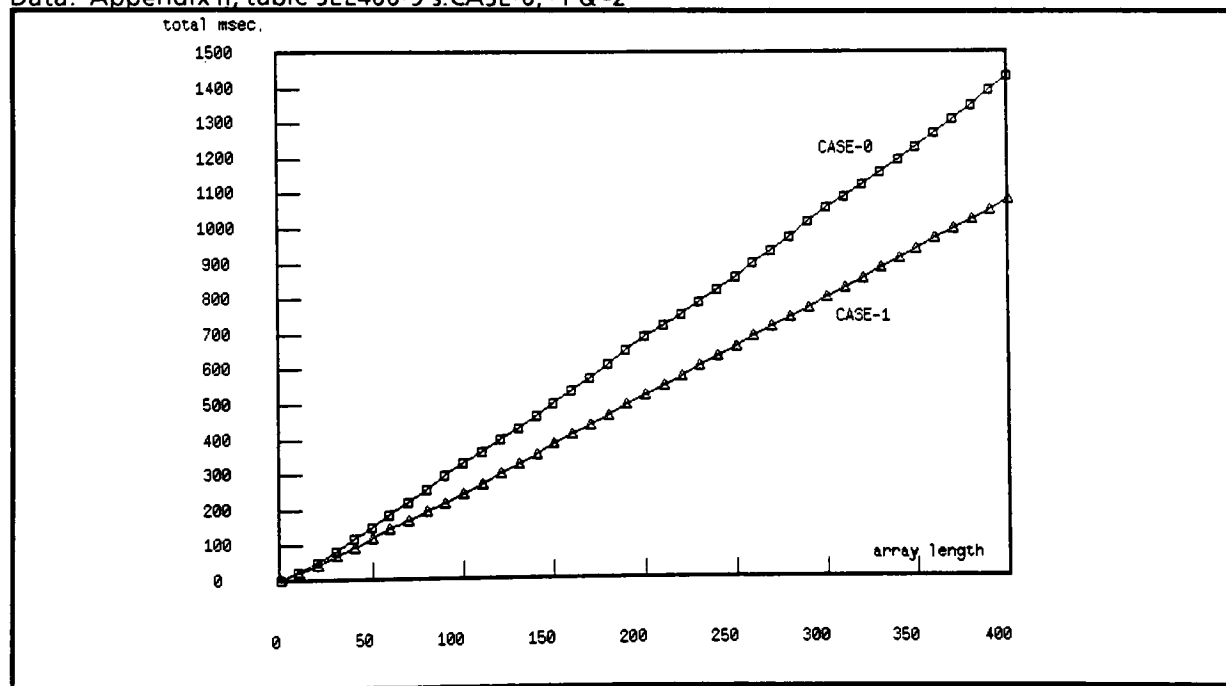


Figure 6-7. Selection for Case-0 & -1: 0 to 400 values of 999

In summary, it has been shown that integer functions can be implemented which are faster than floating point equivalents for processing integer arguments, and that in general the speed advantages of these integer processing functions are not lost in the overhead required to detect integer elements and select the integer rather than the floating point functions.

6. Investigation

Data: Appendix II, table SEL0-9's.CASE-ALL

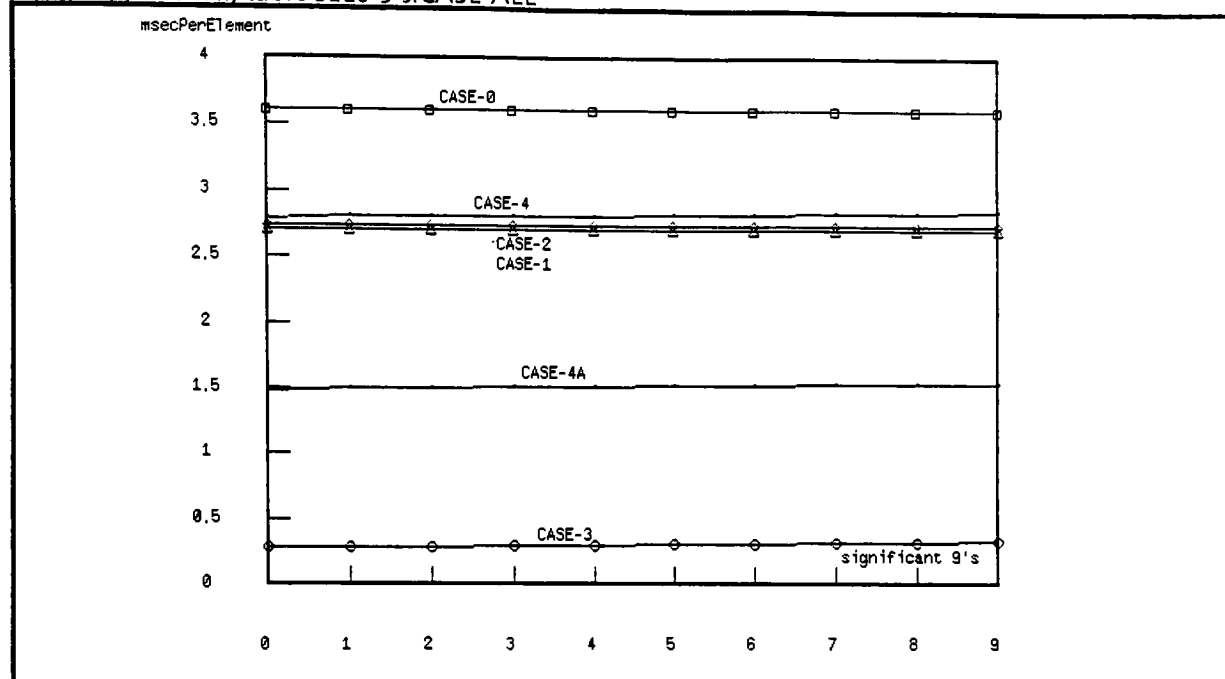


Figure 6-8. Selection for Case-n: values 0, 9, 999, ..., 9999999999

6.2. Variable Length Data Elements: Space Requirements

This section explores the space savings opportunities associated with introducing variable length array elements.

Case-3 and -4 introduce variable length data elements on top of Case-2, the heterogeneous fixed length case. In a heterogeneous variable length Case-3 array, there is a flag byte at the beginning of an integer data element which identifies the length of the element in bytes. Otherwise data element structure is the same as for a Case-2 array element. Case-4, the pointer case, adds a 2-byte pointer referencing a variable length (Case-3) data element.

Figure 6-9 plots the size of an integer data element vs. the magnitude of the data represented, for all cases. Since Case-3 (variable length) integer data elements must normally contain a minimum of 2 bytes - i.e., a flag byte plus a data byte - flag bytes equal to 0 or 1 can be used to directly encode boolean values, and the resultant data element is only 1 byte long. If an integer of more than 10 significant digits is to be encoded, floating point format is used, and Case-3 integers are thus limited to a maximum of 6 bytes (containing 9 or 10 digits).

Over most of the range of data magnitudes depicted in Figure 6-9, Case-4 data elements require two additional bytes over Case-3 elements. Thus, the maximum Case-4 data element requires 8 bytes. However, since there is a 2-byte pointer associated with a Case-4 element, the pointer can be used to reference an address within the code which contains a common value. In such an instance no data portion is required. The values of 0 and ± 1 appear in the implementor code, so the Case-4 representations for these values need consist only of 2-byte pointers.

6. Investigation

Data: (self-contained)

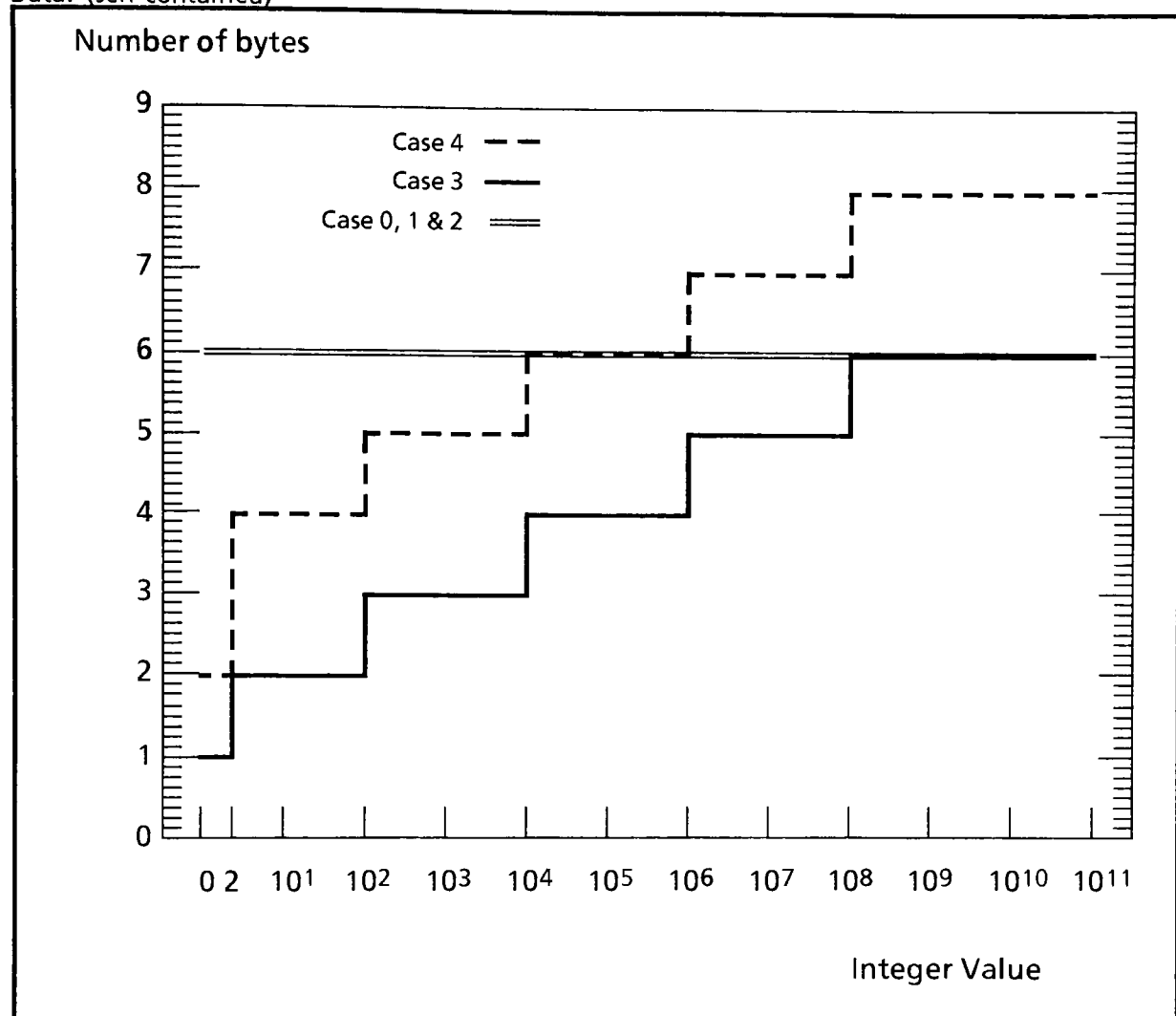


Figure 6-9. Integer Data Element Size vs. Magnitude of Value

Not shown in Figure 6-9 is the size of floating point data elements: For Case-4 this is fixed at 8 bytes; for all other cases it is 6 bytes.

What is the total code + data space requirement for each of the various Case-n representations for integers? Note that this involves a tradeoff between compact data structures and expanded complex code to interpret them. We can begin by examining Figure 6-10, which shows the space requirements for the five implementor modules themselves. The largest code size increment comes from introducing integer functions for Case-1 over Case-0, due to the introduction of integer arithmetic functions. There is also a small impact going from Case-2 (heterogeneous fixed length) to Case-3 (heterogeneous variable length) due to the introduction of variable length integer data elements. Most of this growth is attributable to the Selection algorithm.

6. Investigation

Data: (self-contained)

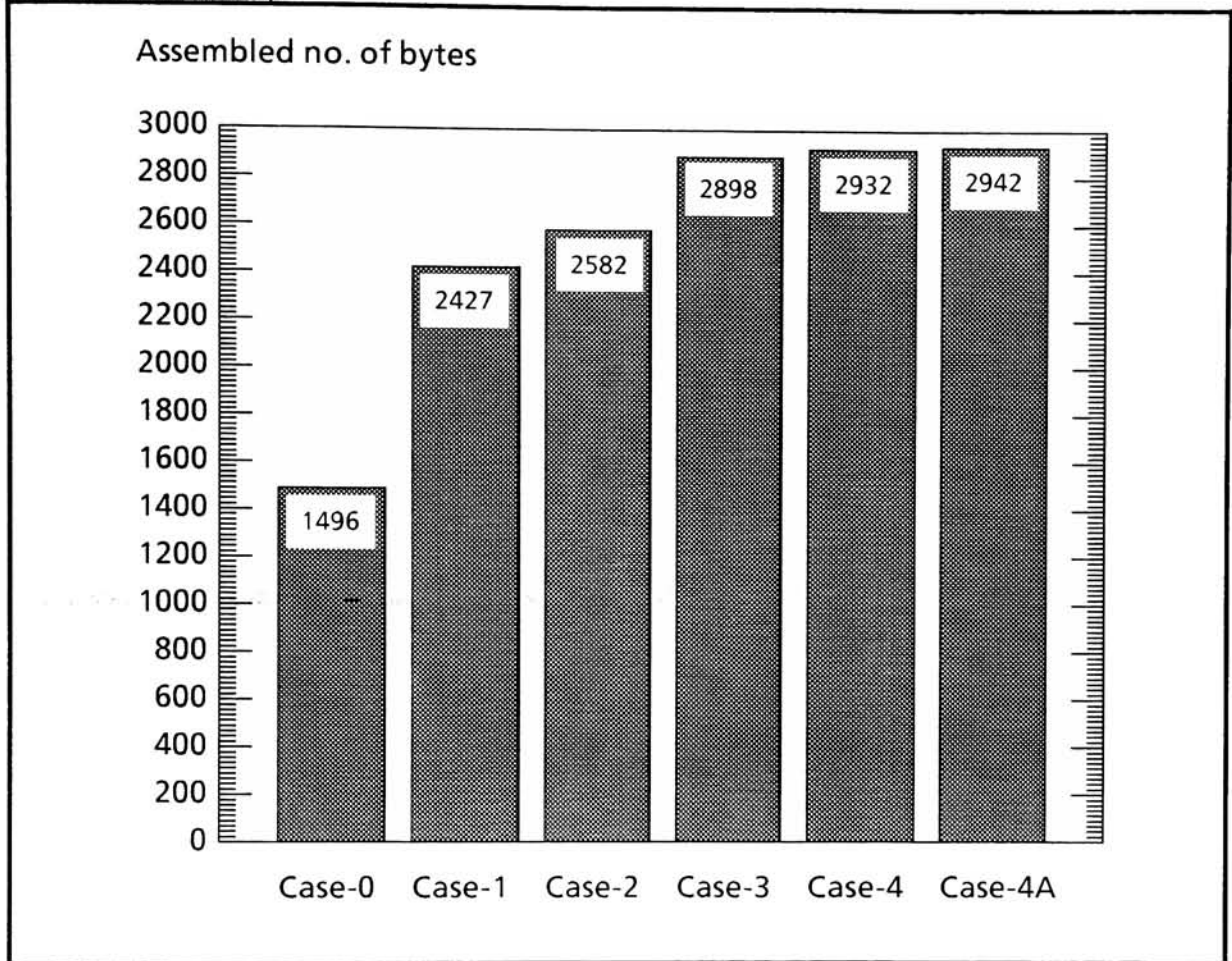


Figure 6-10. Code Space

Figure 6-11 shows the total space requirements for Case-2, -3 & -4 implementors plus arrays of 100, 200, 300, 400, 500 & 600 elements, for several different types of data applications. The space requirements for the implementors are as shown in Figure 6-10. The space requirements for the data arrays are based upon a weighted average of data element sizes from Figure 6-9, assuming a uniform distribution of values over the value ranges listed in Figure 6-11.

It is evident for all integer applications that variable length data elements save more space than the additional code occupies that interprets them, given a reasonable number of data elements. As would be expected, the effect is most dramatic for booleans and small integers which require the least space as variable length elements. However, even for the full range of integer values, Case-3 (heterogeneous variable length) clearly wins when there are 200 or more average-size elements of data. Even for Case-3 floating point elements, the only penalty is the relatively small increment in implementor code size over Case-2.

In reviewing Case-4 (pointer case) space requirements, we see that the space advantages of using variable length elements are lost because of the space taken up by the pointers, except for

6. Investigation

Data: Appendix II, table CODE + SPACE

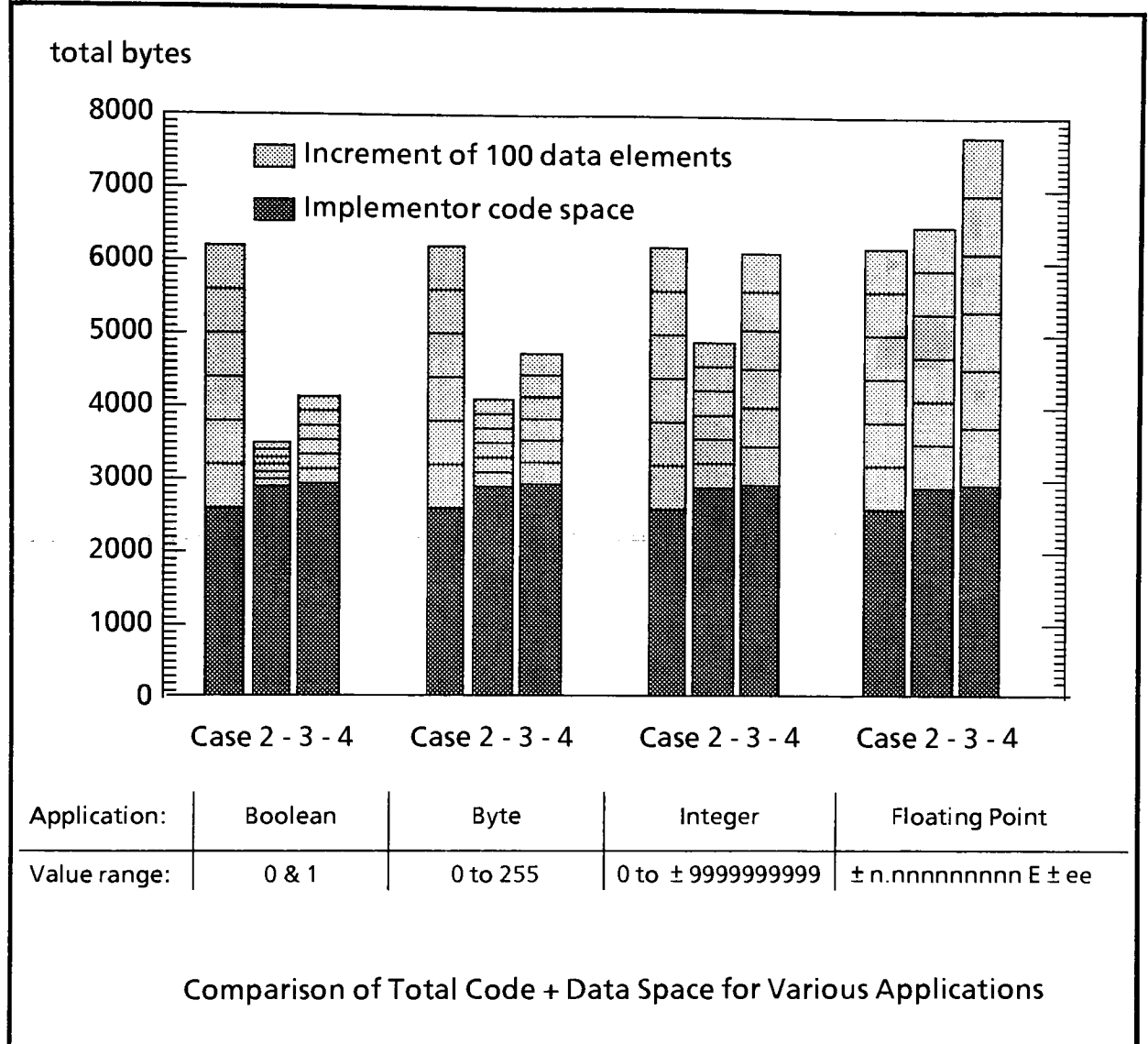


Figure 6-11. Total Code + Data Space

applications involving high populations of booleans and byte values. Floating point data elements occupy 8 bytes: Case-4 is a definite loser for high populations of floating point data.

6.3. Variable Length Data Elements: Thruput

What is the effect of variable length data elements upon thruput? As shown in Figures 6-5 and 6-6 of section 6.1 there is a measurable impact upon addition and multiplication from introducing variable length elements, but as shown in Figure 6-8 by far the greatest impact is made upon Case-3 (variable length) selection. Figure 6-12 charts the processing time for four different selection

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exercises; each exercise selects a total of 400 elements from a 400 element target array containing all data elements equal to 999. The four exercises perform, respectively:

- 1) Selection of the first element 400 times
- 2) Selection of elements 1 through 400 in ascending order
- 3) Selection of elements 400 through 1 in descending (reversed) order
- 4) Selection of the last (400th) element 400 times

Data: Appendix II, table SEL400TEST.CASE-ALL

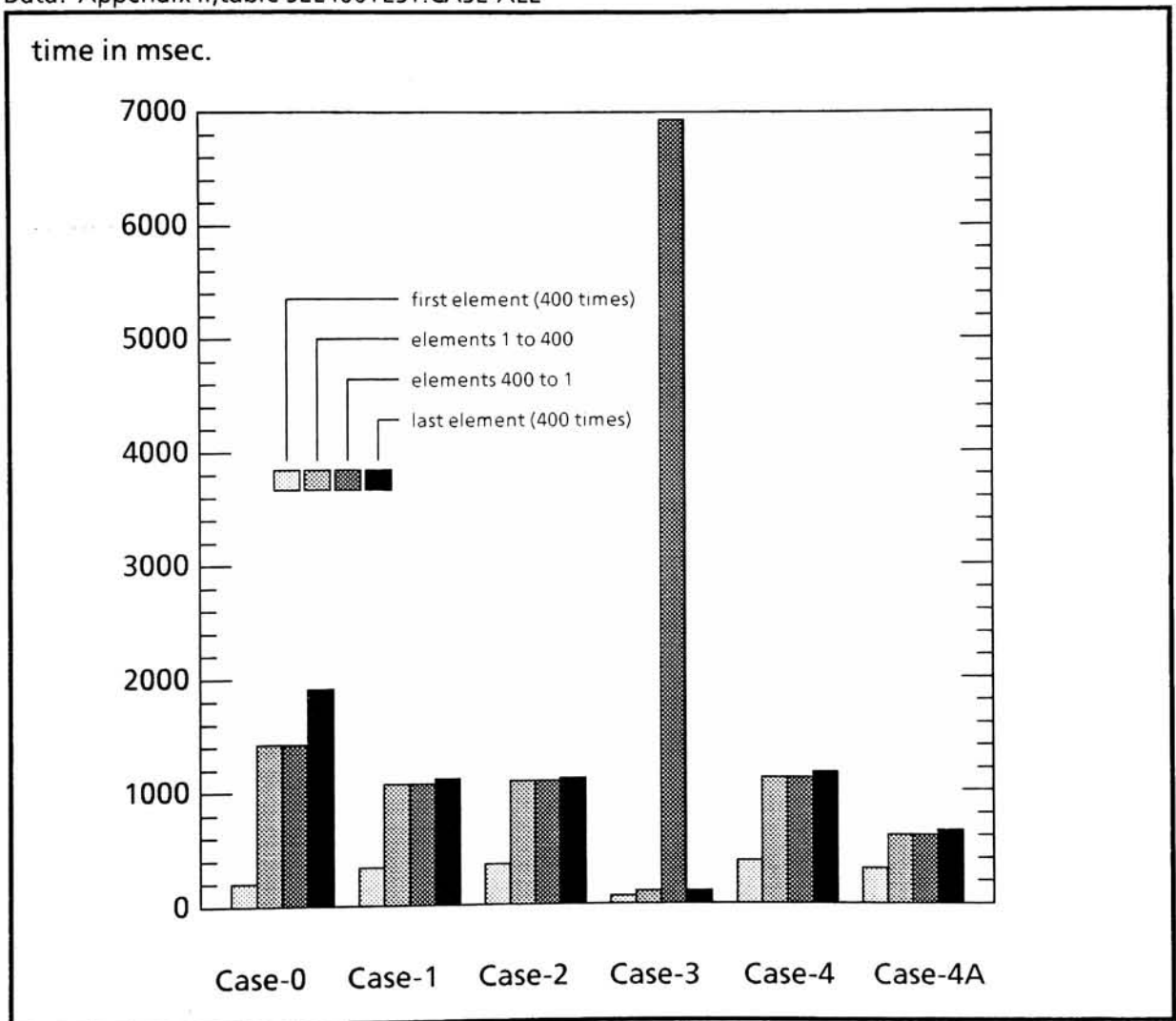


Figure 6-12. Time to Select 400 Elements

All Case-n implementors except Case-3 (variable length) perform selection of individual elements by arithmetically calculating their location in the parent array using the (constant) element size and index. Even for Case-4 (the pointer case which contains variable length data elements), this

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algorithm can be utilized upon the fixed size pointers to the variable length elements. Thus, the overall results for all Cases except Case-3 are rather similar:

400 selections of the first element of the parent array executes quickly compared to the average of the exercises, because the index of the first element is zero, yielding a simple calculation of its position in the parent array.

400 selections of the last (400th) element of the parent array executes a little more slowly than average, because of the data-dependent multiplication time, particularly for Case-0 (floating point base case).

Case-4A shows a significant savings when a logical left shift is substituted for multiplication by the pointer element size of 2, which is used in Case-4.

The algorithm for Case-3 selection is described in detail in section 5.5. Briefly, the search for the first desired element starts at the beginning of the parent array, and the search for subsequent desired elements starts at the current position (where the last element was found) within the parent array.

400 selections of the first element takes virtually no time, because no searching beyond the first element is required.

400 selections of the last (400th) element take a little longer, because one search through all 400 elements is required for the first selection; subsequent selections of the 400th element require no searching because the selection algorithm remembers the current position.

Selecting elements 1 through 400 also results in one complete pass through the 400 element parent array, and thus requires almost exactly the same time as selecting the last element 400 times.

However, selecting elements 400 through 1 in descending (reverse) order requires 400 searches, varying in length from 400 elements down to 1 element. For each search, the desired element is just before the current (remembered) position within the array, so each search must start over again at the beginning. It is these 400 passes over (at least part of) the parent array that causes the processing time to explode. Thus, although Case-3 selection appears surprisingly quick for many applications, this searching algorithm is utterly vulnerable to descending indices - which is a somewhat common APL sorting application called inverse gradient. Section 7.2.1 discusses improvements that could be made to the algorithm used here to make it less vulnerable to this sort of application.

In summary, introduction of variable length elements is found to enable significant savings in storage space, but makes a small impact upon addition thruput, a relatively minor impact upon multiplication thruput, and a major impact upon selection thruput for inverse sorting. Introduction of pointers in order to alleviate this vulnerability enables us to regain control over selection thruput, but only by giving up most of the storage efficiencies gained by employing variable length elements.

6.4. Type Coercions

When two arrays containing heterogeneous data elements are being processed with dyadic addition or multiplication, there is a strong probability that any pair of arguments will differ in type. For example, an integer element may have to be added to a floating point element. This requires an in-line type coercion, whereby the simpler type (integer) must be converted to the more complex type (floating point) so that the required arithmetic operation can proceed. What is the effect upon thruput of such type coercions?

6. Investigation

Data: Appendix II, ADDIF400.CASE-2, -3 & -4

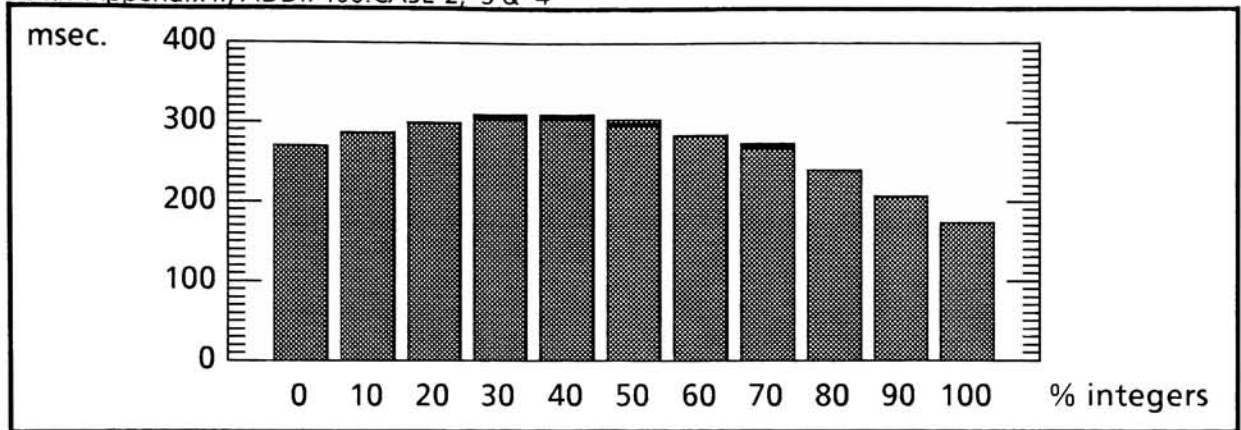


Figure 6-13. Addition of 400-Element Mixed Vectors - Case 2

Data: Appendix II, ADDIF400.CASE-2, -3 & -4

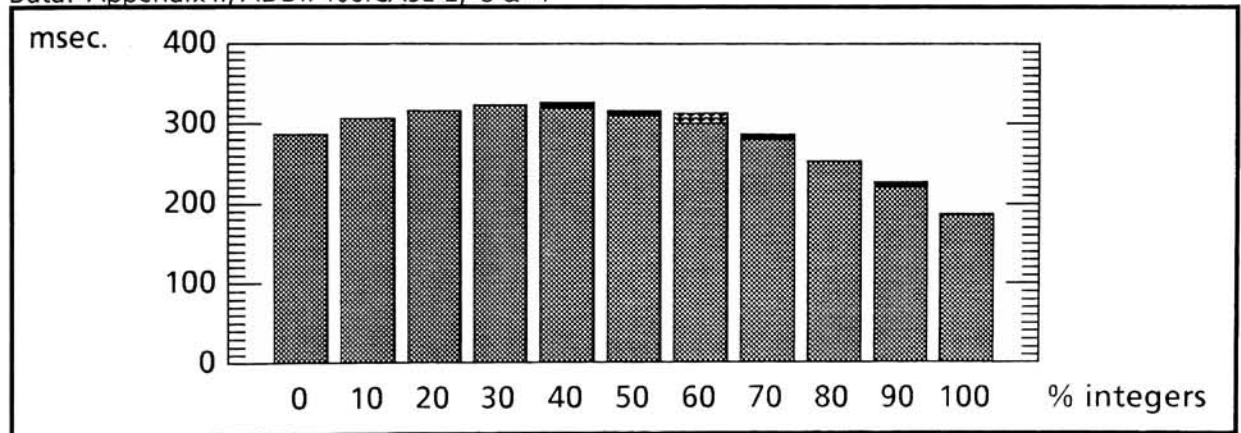


Figure 6-14. Addition of 400-Element Mixed Vectors - Case 3

Data: Appendix II, ADDIF400.CASE-2, -3 & -4

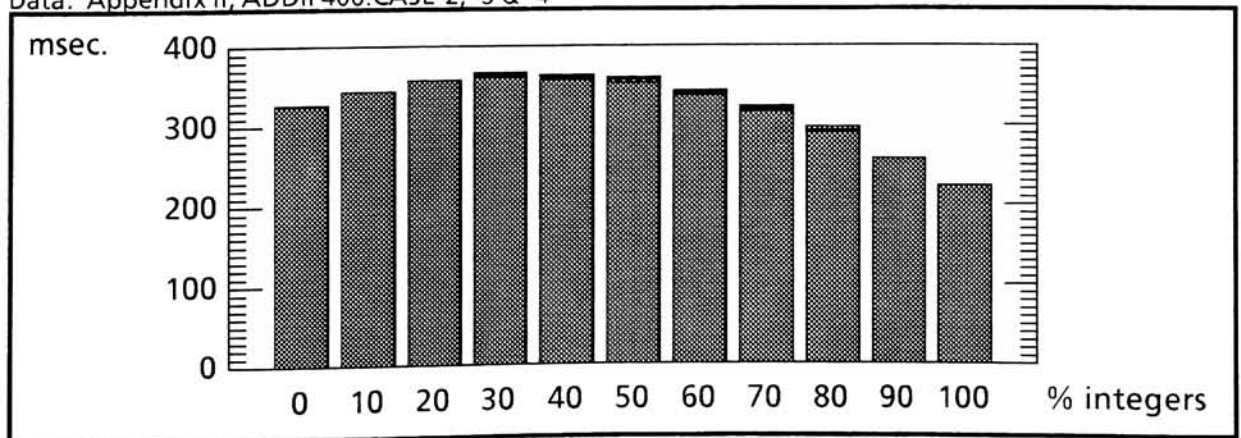


Figure 6-15. Addition of 400-Element Mixed Vectors - Case 4

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Figures 6-13, 6-14 & 6-15 illustrate this effect for Case-2, -3 and -4 addition respectively. Integer and floating point elements were scattered randomly through the two arrays being added. The percentage mix of integers vs. floating point elements was varied from 0% to 100% in steps of 10%, yielding 11 different sets of data. For each percentage, 10 independent runs were made. Each bar in the charts represents the average of the 10 runs at the indicated percentage mix, and the dark shading at the tops of the bars illustrates \pm one standard deviation on the average value over the 10 runs. Since the standard deviation for most of the bars is seen to be quite small, the data can be assumed to reliably reflect the impact of type coercions.

As expected, the greatest number of dissimilar type "collisions" occurs for intermediate percentages of mix. This results in the greatest number of type coercions appearing near the center of each chart. Thus, as the percentage of integers is varied from 0% to 100%, the processing time rises from the all-floating point value to a peak where many coercions occur, and then gradually falls to the all-integer value. In Case-2, -3 and -4, the peak processing time occurs with 30% to 40% integers. This skew to the left of the 50% point is caused by the relatively low integer processing time. The peak itself is only about 13% above the all-floating point value, so the type coercion impact upon addition throughput is certainly measurable, but not major.

Figures 6-16, 6-17 & 6-18 illustrate exactly the same analysis, except for multiplication. As above, we see small standard deviations on the data in the charts, so the data itself can be assumed to be reliable. The major effect to be noted is that the peak in processing time caused by type coercions is skewed very far to the left, and occurs at about 10% integers. This is due to the dramatic reduction in multiplication time when most of the data is integer. Also, the coercion peak on processing time is only $\frac{1}{2}\%$ above the all-floating point value. It is evident that coercion time is so small compared to multiplication time that the coercions are all but masked by the reductions in processing time. In summary, it can be stated that for processing-intensive operations such as multiplication, coercion time is barely discernable.

6. Investigation

Data: Appendix II, MULIF400.CASE-2, -3 & -4

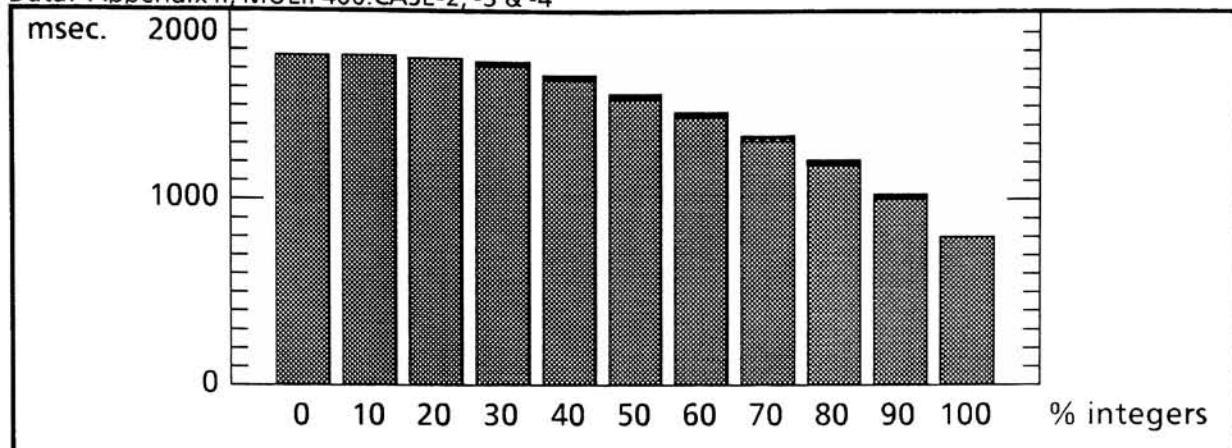


Figure 6-16. Multiplication of 400-Element Mixed Vectors - Case 2

Data: Appendix II, MULIF400.CASE-2, -3 & -4

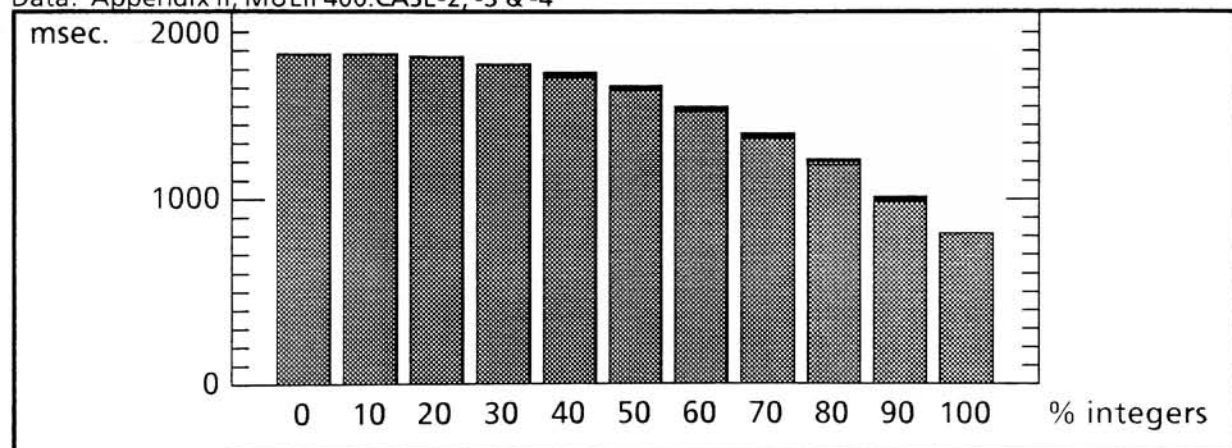


Figure 6-17. Multiplication of 400-Element Mixed Vectors - Case 3

Data: Appendix II, MULIF400.CASE-2, -3 & -4

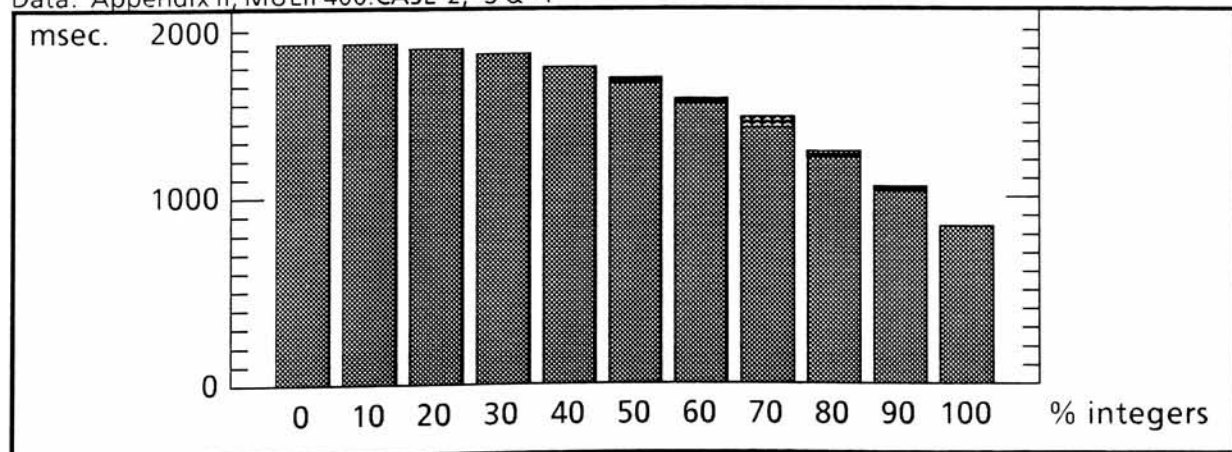


Figure 6-18. Multiplication of 400-Element Mixed Vectors - Case 4

7. Conclusions

The results described in section 6 lead to some specific conclusions with regard to validating this thesis. Successful implementations are discussed the section 7.1, together with space-time tradeoffs, and discrepancies and shortcomings of the approaches presented. This is followed in section 7.2 by several suggestions and directions for further work.

One by-product of this investigation is a novel look-up integer multiplication routine which appears to be a considerable success. As seen in Figure 6-4, it is over twice as fast as the commercial floating point multiplication function built into the target computer. Suggestions for improving this multiplication function are provided in section 7.2.2

7.1. Thesis Validation

Because this thesis has at its core the concept of heterogeneous arrays, there is an implied overhead every time a pair of dissimilar data elements from two argument arrays must be processed. Any concern about the impact of coercion of dissimilar data element types is settled in Figures 6-13 through 6-18. These figures show only a minor peak in processing time when mixtures of integer and floating point elements are added or multiplied. This is true for all three heterogeneous array implementations, Case-2, Case-3 and Case-4. Even for the relatively high thruput addition function, this overhead is seen to be quite acceptable.

The main objective of this thesis is to show that both storage space and processing time can be reduced by tailoring the representation of each data element to its value. It is evident from the figures of section 6.1 through 6.3 that both space and time can be saved in general by choosing Case-3 (heterogeneous variable length) representation over Case-2 (heterogeneous fixed length). As shown in Figure 6-9 through 6-11, Case-3 variable length integers show great potential for space savings. The only penalty for large integers and floating point numbers is the relatively small increment in code space required to interpret the variable length data elements. This space savings is accompanied by an acceptable impact to addition and an insignificant impact to multiplication thruput (Figures 6-5 and 6-6).

Figures 6-5 and 6-6 also show that the thruput impact of the 2-byte pointers introduced with Case-4 for addition and multiplication is minimal as compared with Case-2 and Case-3, the heterogeneous fixed and variable length cases respectively. However, Case-4 space savings over Case-2 is not nearly so dramatic as that of Case-3, because the space taken by the pointers offsets the savings obtained with variable length elements. In fact, for large integer and floating point elements, the pointers increase total storage space by 33%. Simultaneously, these large elements derive none of the benefits for which the pointers were introduced - i.e., to simplify selection of small variable length elements. In summary, for addition and multiplication, there is no clear winner among the three cases of heterogeneous arrays from a thruput standpoint, but Case-3 (heterogeneous variable length) is a clear winner from a storage standpoint.

This picture is considerably muddled when we review the thruput results for selection, charted in Figure 6-12. Much to the surprise of the author, Case-3's crude search algorithm is between 4 and 9 times as fast as Case-2 and Case-4 address calculation for 400 element arrays, as long as the selected data appears in the source array in ascending order. Since the search algorithm time is proportional to index magnitude, this is equivalent to stating that Case-3 selection thruput beats conventional address calculation selection using fixed length data elements for array sizes of less than 2000 - 3000 elements. Considering the amount of available memory on the target computer, 2000 - 3000 element arrays are unlikely to occur.

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However, when the data being selected from the parent array is taken in descending order, the Case-3 selection algorithm (described in section 5.5) is nearly 7 times slower than Case-2's address calculation algorithm. Furthermore, selecting data in reverse order is (unfortunately) a common APL sorting application known as inverse gradient.

The introduction of Case-4 pointers to enable address calculation to be applied to variable length data elements produces thruput that is nearly indistinguishable from Case-2 (heterogeneous fixed length), regardless of the order in which the data elements are selected. Furthermore, since the address calculation is being performed on 2-byte pointers, multiplication of the index by the Case-2 element length of six can be replaced by a simple arithmetic shift. This is the approach taken in Case-4A of Figure 6-12: It results in roughly double the thruput, even though it doesn't approach the ascending Case-3 (variable length) selection thruput.

The bottom line, then, is that Case-3 (heterogeneous variable length) offers superior storage efficiency with generally improved thruput, as compared with the other implementations studied. The singular exception is the thruput of the Case-3 selection search algorithm, which cannot cope efficiently with inverse sorting and/or huge arrays. The following section begins with a proposal for fixing this significant Case-3 defect.

7.2. Further Work

In this section, three suggestions for further work are proposed.

7.2.1. Fixing the Case-3 Defect

The primary disadvantage of Case-3 (heterogeneous variable length) representation is that the variable length elements require selection to be implemented as a search algorithm, rather than an address calculation algorithm. Even so, searching an array in ascending order was found to have a significant thruput advantage. The reason for the failure of the search algorithm for descending data element selection was that the search had to start over at the beginning of the array each time an element is sought which has a lower index than the "current" position within the array. This could be fixed by postfixing each variable length element with its length, which is already used as a prefix. Searching could then proceed in either direction, but at a considerable space penalty. This algorithm would still suffer from random selections over a large array, but an empirical study needs to be done to determine whether the thruput would fall below that of the conventional address calculation algorithm.

This problem might also be solved by utilizing the Case-4A advantage of a 2-byte pointer index table and a left shift to accomplish the multiply-by-2. Even though this index table was shown to have a significant impact on storage efficiency when stored permanently as part of an APL array, such a table could be built temporarily when selection on a variable length array is to be performed, and discarded after the selection is complete. The overhead for building of this table could be kept to a minimum because it would require nearly the same information as is already available when searching through the array in ascending order.

For example, the required size of the index array could be calculated from the length of the parent array; the latter would be calculated as the product of the dimension lengths. This is already being done for addition and multiplication, and results in negligible overhead as shown by the intercepts

7. Conclusions

of Figures 6-1 through 6-4. With the size of the index table known, space could be allocated for it temporarily.

The 2-byte indices could be filled in as an ascending search takes place - each time an element is found, the corresponding index pointer could be filled in with the address of the found element. Ascending searches would otherwise be the same as implemented in Case-3 (described in section 5.5). However, if a data element were selected whose index was less than the "current position" within the array, the filled-in index table could be consulted using the Case-4A (pointer case with left shift) algorithm.

The thruput impact of this approach also needs empirical verification.

7.2.1. Variable Length Floating-point Data Elements

The only data types that were made variable length in this project were integers. Since quite a few of the "illegal" exponent values for floating point representations remained unused as flags, additional values could be pressed into service to flag variable length floating point data elements. The data structure could consist of the flag (giving the number of bytes), followed by a sign/exponent byte and the required number of mantissa bytes, as shown in Figure 7-1. in order to

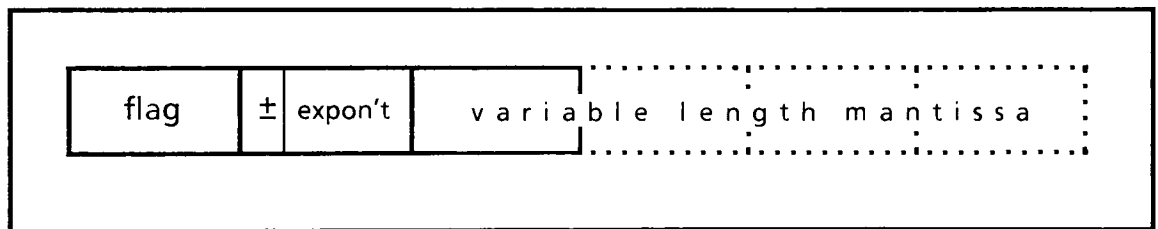


Figure 7-1. Structure of Variable Length Floating-point Data Element

process these variable length data elements through the fixed length element floating-point package they could be zero-filled, with negligible overhead. After all, this is how variable length integers were processed through the fixed length integer add and multiply routines. Detection of various types of data elements would be implemented as has been done - i.e., by examining the flag byte and classifying it as a valid exponent for a floating point number, or as a flag for one of the other types.

7.2.2. Integer Multiplication Lookup Table Size

In both Integer Multiplication Lookup Tables P and C, the rows and columns for 0 & 1 could have been omitted to provide an optimization, as shown in Figure 7-2: If either digit of a pair to be multiplied is 0 or 1, their product and carry are given by inspection, so a table need not be consulted. Removing columns and rows for 0 & 1 from the tables would reduce their size. After examining each argument digit to see if it matches 0 or 1, the value 2 could be subtracted from each, yielding index values lying in the range [0..7] instead of [0..9]. With 3-bit indices instead of 4-bit indices, Tables P and C could be reduced from the current 10 x 16 elements to a compact 8 x 8 elements - requiring only 40% of the current space. The time taken to do the extra processing for 0 or 1 digits in lieu of a table lookup would probably not be significant.

7. Conclusions

	2	3	4	5	6	7	8	9
2	4	6	8	0	2	4	6	8
3	6	9	2	5	8	1	4	7
4	8	2	6	0	4	8	2	6
5	0	5	0	5	0	5	0	5
6	2	8	4	0	6	2	8	4
7	4	1	8	5	2	9	6	3
8	6	4	2	0	8	6	4	2
9	8	7	6	5	4	3	2	1

Reduced Size TABLE P

	2	3	4	5	6	7	8	9
2	0	0	0	1	1	1	1	1
3	0	0	1	1	1	2	2	2
4	0	1	1	2	2	2	3	3
5	1	1	2	2	3	3	4	4
6	1	1	2	3	3	4	4	5
7	1	2	2	3	4	4	5	6
8	1	2	3	4	4	5	6	7
9	1	2	3	4	5	6	7	8

Reduced Size TABLE C

Figure 7-2. Reduced Size Integer Multiplication Lookup Tables

In addition to the above improvements, the lookup multiplication routine could be extended to cover floating point numbers (with an accompanying degradation in thruput).

8. Bibliography

8. Bibliography

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9. Appendices.

The following appendices are attached:

Appendix I: a discussion of the floating point package built into the Atari computer

Appendix II: tables of data and printouts referenced in figures of the main body of this report

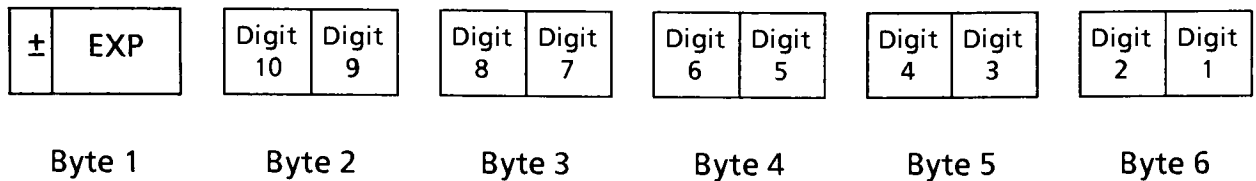
Appendix III: listings of BASIC exerciser routines for obtaining the data of Appendix II

Appendix IIII: listings of Assembly Language implementor modules, the basis of this study

9. Appendix I.

Atari Operating System Floating Point Package

The Atari 800 personal computer operating system contains a floating point arithmetic package which supports conversions between 2-byte integer and 6-byte floating point representations, and floating point add, negate, subtract, multiply, divide, logarithm, exponential and Taylor series polynomial evaluation [6], [15]. Floating point values have the following data structure:



The most significant bit of byte 1 is the sign of the mantissa. The remaining 7 bits of byte 1 contain the exponent which is interpreted as a power of 100 (decimal). The exponent is in excess-64 binary notation - i.e., a value of 64 (decimal) represents an exponent value of zero.

The remaining bytes encode the magnitude of the mantissa. Two BCD digits are packed into each byte, with the decimal point fixed between digits 9 & 10. The main processor, a 6502 CPU, supports both BCD and binary arithmetic - the BCD mode is used for floating point calculation. Because the exponent is a power of 100, the most significant digit of the mantissa may or may not be zero; i.e., there are 9 or 10 digits of precision. Variable precision is discussed in references [4], [6] & [15].

The floating point representation has the potential for encoding numbers ranging in magnitude from 10^{127} to 10^{-128} at full precision, but only numbers in the range of 10^{98} to 10^{-98} are actually accepted as legal values by the floating point package. A special code (all zeros) is reserved for representing positive zero; negative zero is never generated, but is accepted.

An empirical investigation of the behavior of the floating point package was performed, using a short routine to try and force the floating point package to generate very small and very large exponents - corresponding to values outside the range of 10^{98} to 10^{-98} (100^{49} to 100^{-49}). Resultants outside this range did indeed generate an overflow error indication. It was therefore assumed that the floating point package is incapable of generating such values. The exponent field of a nonzero floating point number is within the range 15 (excess-64 notation for 100^{-49}) to 79 (excess-64 notation for 100^{49}).

Why Atari, Inc. decided not to enable the full range of 10^{127} to 10^{-128} is not known. However it permitted the exponent field of the first byte to be used for flagging non-floating point data structures. The limitation was used to advantage in this thesis work. Specifically, very small exponent field values of 0 through 6 were used to specify the size of variable byte-length integer representations. These are described in section 3.1.

9. Appendix II

9. Appendix II.

The following pages contain tables of data and printouts referenced in figures of the main body of this report. They are arranged in alphabetical order by title, as follows:

ADD0-9'S.CASE-0, -1, -2, -3 & -4

ADD400-9'S.CASE-0

ADD400-9'S.CASE-0 & -1

ADDIF400.CASE-2, -3 & -4

CODE + SPACE

MUL0-9'S.CASE-0, -1, -2, -3 & -4

MUL400-9'S.CASE-0

MUL400-9'S.CASE-0 & -1

MULIF400.CASE-2, -3 & -4

SEL0-9'S.CASE-ALL

SEL400-9'S.CASE-0, -1 & -2

SEL400TEST.CASE-ALL

TESTAMS.CASE-2

TESTAMS.CASE-3

TESTAMS.CASE-4

9. Appendix II: table ADD0-9'S.CASE-0, -1, -2, -3, & -4

CASE IMPLEMENTORS D:C0.906, D:C1.A11, D:C2.819, D:C3.C26 & D:C4.123

BASIC DRIVE PROGRAM D:ADD0TO9.8AS

ADDITION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO
0, 9, 99, 999, 9999, 99999, 999999, 9999999, 99999999 & 999999999

Element value	10 element vector total msec.	400 element vector total msec.	Per-element msec.
	<u>Case 0</u>	<u>Case 0</u>	<u>Case 0</u>
0	7	174	0.426
9	8	179	0.438
99	9	209	0.513
999	8	179	0.438
9999	8	209	0.513
99999	8	179	0.438
999999	8	209	0.514
9999999	8	179	0.438
99999999	8	209	0.514
999999999	8	179	0.439
	<u>Case 1</u>	<u>Case 1</u>	<u>Case 1</u>
0	8	164	0.402
9	7	164	0.402
99	7	164	0.402
999	7	164	0.402
9999	7	164	0.402
99999	8	164	0.402
999999	7	164	0.402
9999999	7	164	0.402
99999999	7	164	0.402
999999999	7	164	0.403
	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>
0	8	174	0.427
9	8	174	0.428
99	8	174	0.428
999	8	174	0.427
9999	8	174	0.428
99999	8	174	0.427
999999	8	174	0.428
9999999	8	174	0.427
99999999	8	174	0.427
999999999	8	174	0.427

9. Appendix II: table ADD0-9'S.CASE-0, -1, -2, -3, & -4

CASE IMPLEMENTORS D:C0.906, D:C1.A11, D:C2.B19, D:C3.C26 & D:C4.123

BASIC DRIVE PROGRAM D:ADD0TO9.BAS

ADDITION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO
0, 9, 99, 999, 9999, 99999, 999999, 9999999, 99999999 & 999999999

Element value	10 element vector total msec.	400 element vector total msec.	Per-element msec.
	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>
0	8	171	0.418
9	8	182	0.447
99	8	183	0.45
999	8	187	0.459
9999	8	189	0.464
99999	8	192	0.472
999999	8	194	0.477
9999999	8	197	0.485
99999999	8	199	0.49
999999999	8	203	0.499
	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>
0	8	206	0.507
9	9	219	0.539
99	9	220	0.542
999	9	223	0.55
9999	9	225	0.555
99999	9	229	0.563
999999	9	231	0.568
9999999	9	234	0.576
99999999	9	236	0.581
999999999	9	239	0.59

9. Appendix II: table ADD400-9'S.CASE-0

CASE IMPLEMENTOR D:C0.906

BASIC DRIVE PROGRAMS D:ADD9990.BAS, D:ADD999.BAS, D:ADD0999.BAS & D:ADD00999.BAS

ADDITION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO 9990, 999, 0.999
OR 0.0999

number of elements per vector	value = 9990 msec.	value = 999 msec.	value = 0.999 msec.	value = 0.0999 msec.
0	2	2	2	2
10	8	8	8	8
20	14	12	14	12
30	19	17	19	17
40	24	21	24	21
50	29	25	29	25
60	35	30	35	30
70	40	35	40	35
80	45	39	45	39
90	50	43	50	43
100	55	47	55	47
110	60	52	60	52
120	65	56	65	56
130	71	61	71	61
140	76	65	76	65
150	81	70	81	70
160	86	74	86	74
170	91	79	91	79
180	97	83	97	83
190	102	88	102	88
200	106	91	106	91
210	111	96	111	96
220	117	100	117	100
230	122	104	122	104
240	127	109	127	109
250	132	114	132	114
260	138	118	137	118
270	143	122	143	122
280	148	127	148	127
290	153	131	153	131
300	157	135	157	135
310	163	139	163	139
320	168	144	168	144
330	173	148	173	148
340	178	153	178	153
350	184	157	184	157
360	189	162	189	162
370	194	166	194	166
380	199	171	199	171
390	205	175	205	175
400	209	179	209	179

9. Appendix II: table ADD400-9'S.CASE-0 & -1

CASE IMPLEMENTORS D:C0.906 & D:C1.A11

BASIC DRIVE PROGRAMS D:ADD9990.BAS & D:ADD999.BAS

ADDITION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO 9990 OR 999

number of elements per vector	Case-0 value = 9990 msec.	Case-0 value = 999 msec.	Case-1 value = 9990 msec.	Case-1 value = 999 msec.
0	2	2	2	2
10	8	8	7	7
20	14	12	11	11
30	19	17	15	15
40	24	21	19	19
50	29	25	24	23
60	35	30	27	27
70	40	35	31	31
80	45	39	35	35
90	50	43	39	39
100	55	47	44	44
110	60	52	48	48
120	65	56	52	52
130	71	61	56	56
140	76	65	60	60
150	81	70	64	64
160	86	74	68	68
170	91	79	72	72
180	97	83	76	76
190	102	88	80	80
200	106	91	84	84
210	111	96	88	88
220	117	100	92	92
230	122	104	96	96
240	127	109	100	100
250	132	114	104	104
260	138	118	108	108
270	143	122	112	112
280	148	127	116	116
290	153	131	120	120
300	157	135	124	124
310	163	139	128	128
320	168	144	132	132
330	173	148	136	136
340	178	153	140	140
350	184	157	144	144
360	189	162	148	148
370	194	166	152	152
380	199	171	157	156
390	205	175	160	160
400	209	179	164	164

9. Appendix II: table ADDIF400.CASE-2, -3 & -4

CASE IMPLEMENTORS D:C2.B19, D:C3.C26, D:C4.123

BASIC DRIVE PROGRAM D:ADDIF400.BAS

ADDITION OF TWO VECTORS WITH RANDOMLY MIXED VALUES OF 999 & 0.999.
PERCENT OF INTEGERS OUT OF THE TOTAL 400 ELEMENTS PER VECTOR EQUALS
0, 10, 20, 30, 40, 50, 60, 70, 80, 90 & 100 PERCENT

SUMMARY STATISTICS OVER 10 RUNS:

percent integers	max. time msec.	min. time msec.	mean time msec.	std. deviation msec.
	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>
0	272	272	272.2	0.1
10	294	287	290.7	2
20	308	298	303.4	2.9
30	316	304	309.8	3.5
40	315	302	310.3	3.9
50	312	298	303.3	4.3
60	294	284	289.3	3.2
70	283	264	273.4	5
80	249	240	245.9	3.1
90	216	205	211.1	2.8
100	175	175	174.9	0.1
	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>
0	290	290	289.7	0.1
10	313	305	308.9	2
20	328	319	321.1	2.5
30	331	324	327.2	2.5
40	335	319	326.2	4.2
50	323	307	315.3	5.1
60	323	298	307.5	6.9
70	291	277	284.8	3.8
80	262	254	257.9	3
90	232	216	226.1	5.1
100	187	187	187.3	0.1
	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>
0	329	329	329.2	0.1
10	348	345	347	1.3
20	366	357	359.5	2.5
30	373	358	367.1	4.8
40	370	355	362.5	3.9
50	366	354	359.4	4.1
60	353	335	344.6	5.8
70	327	317	321.7	3.8
80	303	292	296.5	3.7
90	270	257	261.8	3.3
100	224	224	223.9	0.1

9. Appendix II: table CODE + SPACE

CASE IMPLEMENTORS (none)

BASIC DRIVE PROGRAM (none)

CALCULATION OF SPACE REQUIRED FOR 100 ARRAY ELEMENTS IN FIGURE XX3:

Application / Value range	min. & max. no. of bytes per element	weighted avg. no. of bytes x 100	code space (bytes)
	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>
Boolean 0 & 1	6 6	600	2582
Byte 0 to 255	6 6	600	
Integer 0 to ± 9999999999	6 6	600	
Floating Point ± n.nnnnnnnnn E ± ee	6 6	600	
	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>
Boolean 0 & 1	0 2	100	2898
Byte 0 to 255	2 3	228	
Integer 0 to ± 9999999999	0 6	350	
Floating Point ± n.nnnnnnnnn E ± ee	6 6	600	
	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>
Boolean 0 & 1	2 2	200	2932
Byte 0 to 255	2 4	328	
Integer 0 to ± 9999999999	2 8	550	
Floating Point ± n.nnnnnnnnn E ± ee	8 8	800	

9. Appendix II: table MUL0-9'S.CASE-0, -1, -2, -3 & -4

CASE IMPLEMENTORS D:C0.906, D:C1.A11, D:C2.B19, D:C3.C26 & D:C4.123

BASIC DRIVE PROGRAM D:MUL0TO9.BAS

MULTIPLICATION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO
0, 9, 99, 999, 9999 & 99999

Element value	400 element vector total msec.	400 element vector total msec.	400 element vector total msec.	400 element vector total msec.	400 element vector total msec.
	<u>Case 0</u>	<u>Case 1</u>	<u>Case 2</u>	<u>Case 3</u>	<u>Case 4</u>
0	141	188	184	180	216
9	971	517	528	536	571
99	1349	518	531	538	574
999	1781	793	808	817	853
9999	2159	795	812	822	857
99999	2590	1171	1192	1203	1238

9. Appendix II: table MUL400-9'S.CASE-0

CASE IMPLEMENTOR D:C0.906

BASIC DRIVE PROGRAMS D:MUL9990.BAS, D:MUL999.BAS, D:MUL0999.BAS & D:MUL00999.BAS

MULTIPLICATION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO 9990, 999, 0.999 OR 0.0999

number of elements per vector	value = 9990 msec.	value = 999 msec.	value = 0.999 msec.	value = 0.0999 msec.
0	2	2	2	2
10	47	48	47	48
20	91	92	91	92
30	135	137	135	137
40	179	181	178	181
50	223	226	222	226
60	267	270	266	270
70	311	315	310	315
80	355	359	353	359
90	399	404	397	404
100	442	448	440	448
110	486	492	484	492
120	530	537	528	537
130	574	581	572	581
140	618	626	615	626
150	662	671	659	670
160	706	715	703	715
170	750	760	747	760
180	794	804	791	804
190	837	849	834	849
200	880	892	877	892
210	924	937	921	937
220	968	981	965	981
230	1012	1026	1008	1026
240	1056	1070	1052	1070
250	1100	1115	1096	1115
260	1144	1159	1140	1159
270	1188	1204	1184	1204
280	1232	1248	1227	1248
290	1276	1293	1271	1293
300	1319	1336	1314	1336
310	1363	1381	1357	1381
320	1407	1426	1402	1425
330	1451	1470	1445	1470
340	1495	1515	1489	1515
350	1539	1559	1533	1559
360	1583	1604	1577	1604
370	1627	1648	1620	1648
380	1670	1693	1664	1693
390	1714	1737	1708	1737
400	1757	1781	1751	1781

9. Appendix II: table MUL400-9'S.CASE-0 & -1

CASE IMPLEMENTORS D:C0.906 & D:C1.A11

8ASIC DRIVE PROGRAMS D:MUL9990.8AS & D:MUL999.8AS

MULTIPLICATION OF TWO IDENTICAL VECTORS, CONTAINING ALL ELEMENTS EQUAL TO 9990 OR 999

number of elements per vector	Case-0 value = 9990 msec.	Case-0 value = 999 msec.	Case-1 value = 9990 msec.	Case-1 value = 999 msec.
0	2	2	2	2
10	47	48	23	23
20	91	92	43	43
30	135	137	63	63
40	179	181	82	82
50	223	226	102	102
60	267	270	122	122
70	311	315	142	141
80	355	359	161	161
90	399	404	181	181
100	442	448	202	201
110	486	492	221	221
120	530	537	241	241
130	574	581	261	260
140	618	626	281	280
150	662	671	300	300
160	706	715	320	319
170	750	760	340	339
180	794	804	359	359
190	837	849	379	379
200	880	892	399	398
210	924	937	419	418
220	968	981	439	438
230	1012	1026	458	458
240	1056	1070	478	477
250	1100	1115	498	497
260	1144	1159	518	517
270	1188	1204	537	536
280	1232	1248	557	556
290	1276	1293	577	576
300	1319	1336	597	596
310	1363	1381	616	615
320	1407	1426	636	635
330	1451	1470	656	655
340	1495	1515	676	674
350	1539	1559	695	694
360	1583	1604	715	714
370	1627	1648	735	734
380	1670	1693	755	753
390	1714	1737	774	773
400	1757	1781	794	793

9. Appendix II: table MULIF400.CASE-2, -3 & -4

CASE IMPLEMENTORS D:C2.819, D:C3.C26, D:C4.123

8ASIC DRIVE PROGRAM D:MULIF400.8A5

MULTIPLICATION OF TWO VECTOR5 WITH RANDOMLY MIXED VALUES OF 999 & 0.999.

PERCENT OF INTEGERS OUT OF THE TOTAL 400 ELEMENTS PER VECTOR EQUALS

0, 10, 20, 30, 40, 50, 60, 70, 80, 90 & 100 PERCENT

SUMMARY STATISTICS OVER 10 RUN5:

percent integers	max. time msec.	min. time msec.	mean time msec.	std. deviation msec.
	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>
0	1773	1773	1772.8	0.1
10	1789	1776	1781.1	4.1
20	1781	1761	1770.7	6.1
30	1760	1704	1731.6	17
40	1717	1635	1675.3	26.2
50	1617	1530	1579.7	26.5
60	1496	1437	1471.6	20
70	1397	1309	1345.6	27.4
80	1243	1183	1204.3	16.9
90	1063	987	1023	18.2
100	807	806	806.5	0.1
	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>
0	1790	1790	1790.4	0.1
10	1805	1794	1799.7	4.2
20	1808	1776	1791.1	9.7
30	1781	1739	1754.4	12.9
40	1717	1642	1686.8	23
50	1651	1571	1614.1	27.2
60	1521	1461	1495	16.2
70	1403	1320	1354.3	25.7
80	1247	1179	1214.1	21.5
90	1077	989	1022.8	24.6
100	817	816	816.5	0.1
	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>
0	1830	1830	1829.9	0.1
10	1851	1830	1839	5.9
20	1845	1805	1825.3	11.4
30	1813	1774	1786.6	13.4
40	1745	1706	1722.6	12.4
50	1680	1616	1643.8	20.9
60	1561	1492	1528.3	21.6
70	1455	1367	1403.8	30.8
80	1255	1208	1232.8	18.3
90	1075	1020	1048.2	16.8
100	852	852	851.9	0

9. Appendix II: table SEL0-9'S.CASE-ALL

CASE IMPLEMENTORS D:C0.906, D:C1.A11, D:C2.B19, D:C3.C26, D:C41.205, D:C4.123

BASIC DRIVE PROGRAM D:SEL0TO9.BAS

SELECTION FROM A VECTOR CONTAINING ELEMENTS EQUAL TO
0, 9, 99, 999, 9999, 99999, 999999, 9999999, 99999999, 999999999 & 9999999999

Element value	select 10 elements total msec.	select 400 elements total msec.	Per-element msec.
	<u>Case 0</u>	<u>Case 0</u>	<u>Case 0</u>
0	27	1435	3.609
9	27	1435	3.609
99	27	1434	3.609
999	27	1434	3.609
9999	27	1434	3.609
99999	27	1435	3.609
999999	27	1435	3.609
9999999	27	1434	3.608
99999999	27	1434	3.609
999999999	27	1435	3.609
	<u>Case 1</u>	<u>Case 1</u>	<u>Case 1</u>
0	23	1078	2.707
9	23	1078	2.706
99	23	1078	2.706
999	23	1078	2.706
9999	23	1078	2.706
99999	23	1078	2.707
999999	23	1078	2.706
9999999	23	1078	2.706
99999999	23	1078	2.706
999999999	23	1078	2.707
	<u>Case 2</u>	<u>Case 2</u>	<u>Case 2</u>
0	23	1089	2.733
9	23	1089	2.732
99	23	1089	2.733
999	23	1089	2.732
9999	23	1089	2.732
99999	23	1089	2.733
999999	23	1089	2.733
9999999	23	1089	2.732
99999999	23	1089	2.732
999999999	23	1089	2.733

9. Appendix II: table SEL0-9'S.CASE-ALL

CASE IMPLEMENTORS D:C0.906, D:C1.A11, D:C2.B19, D:C3.C26, D:C41.205, D:C4.123

BASIC DRIVE PROGRAM D:SEL0TO9.BAS

SELECTION FROM A VECTOR CONTAINING ELEMENTS EQUAL TO
0, 9, 99, 999, 9999, 99999, 999999, 9999999, 99999999 & 999999999

Element value	select 10 elements total msec.	select 400 elements total msec.	Per-element msec.
	<u>Case 3</u>	<u>Case 3</u>	<u>Case 3</u>
0	6	116	0.282
9	6	119	0.289
99	6	119	0.289
999	6	123	0.298
9999	6	123	0.299
99999	6	127	0.309
999999	6	127	0.309
9999999	7	131	0.318
99999999	6	131	0.318
999999999	6	135	0.328
	<u>Case 4</u>	<u>Case 4</u>	<u>Case 4</u>
0	24	1108	2.779
9	24	1117	2.804
99	24	1117	2.803
999	24	1120	2.81
9999	24	1120	2.809
99999	24	1124	2.819
999999	24	1124	2.82
9999999	24	1127	2.828
99999999	24	1127	2.828
999999999	24	1131	2.838
	<u>Case 4A</u>	<u>Case 4A</u>	<u>Case 4A</u>
0	15	592	1.48
9	15	602	1.504
99	15	602	1.504
999	15	604	1.511
9999	15	604	1.511
99999	15	608	1.521
999999	15	608	1.521
9999999	15	612	1.53
99999999	15	611	1.53
999999999	15	615	1.539

9. Appendix II: table SEL400-9'S.CASE-0, -1 & -2

CASE IMPLEMENTORS D:C0.906, D:C1.A11 & D:C2.819

8ASIC DRIVE PROGRAM D:SEL999.BAS

SELECTION OF 1 TO 400 ELEMENTS FROM A VECTOR OF 999'S

number of elements per vector	Case-0 value = 999 total msec.	Case-1 value = 999 total msec.	Case-2 value = 999 total msec.
0	4	4	4
10	27	23	23
20	55	45	45
30	86	69	70
40	118	94	95
50	151	119	120
60	186	144	145
70	221	169	170
80	258	193	195
90	296	218	220
100	334	244	246
110	365	271	274
120	397	299	302
130	429	327	330
140	463	355	358
150	498	383	386
160	535	410	415
170	572	438	443
180	610	466	471
190	650	494	499
200	690	522	527
210	721	549	555
220	754	577	583
230	788	605	611
240	823	633	639
250	860	661	667
260	897	689	695
270	935	716	724
280	975	744	752
290	1016	772	780
300	1056	800	808
310	1089	828	836
320	1123	855	864
330	1158	883	892
340	1195	911	920
350	1232	939	948
360	1271	967	976
370	1310	995	1004
380	1351	1023	1033
390	1393	1050	1061
400	1435	1078	1089

9. Appendix II: table SEL400TEST.CASE-ALL

CASE IMPLEMENTORS D:C0.906, D:C1.A11, D:C2.B19, D:C3.C26, D:C41.205 & D:C4.123

BASIC DRIVE PROGRAM D:SEL400.BAS

SELECTION OF 400 ELEMENTS FROM A VECTOR OF 999'S:

	400 selections of first element	ascending selection of elements 1 - 400	descending selection of elements 400 - 1	400 selections of last element
<u>Case</u>	total msec.	total msec.	total msec.	total msec.
0	222	1435	1435	1921
1	354	1078	1078	1117
2	357	1089	1089	1128
3	81	123	6937	120
4	399	1120	1120	1173
4A	314	604	604	646

9. Appendix II: listing TESTAMS.CASE-2

CASE IMPLEMENTOR D:C2.B19
BASIC DRIVE PROGRAM D:TESTAMS.BAS
ADD/MULTIPLY/SELECT USING 2 MATRICES

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 1
ENTER LENGTH OF EACH DIM:
6
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTDCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 1
LENGTH OF EACH DIM?
6
ENTER ARRAY 'B' ELEMENTS
1.1 -2.2 3 -4.4 0 5.6
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? A
CALLADD...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 1
LENGTH OF EACH DIM:
6
OUTPUT ARRAY 'R' ELEMENTS:
2.1 -0.2 -0.3 0 5 -1

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? Y

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 2
ENTER LENGTH OF EACH DIM:
2 3
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 2
LENGTH OF EACH DIM?
2 3
ENTER ARRAY 'B' ELEMENTS
1.1 -2.2 3 -4.4 0 5.6
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? M
CALLMULT...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 2
LENGTH OF EACH DIM:
2 3
OUTPUT ARRAY 'R' ELEMENTS:
1.1 -4.4 -9.9 -19.36 0 -36.96

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? Y

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 3
ENTER LENGTH OF EACH DIM:
3 2 1
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 2
LENGTH OF EACH DIM?
2 4
ENTER ARRAY 'B' ELEMENTS
0 5 2 3 4 3 5 0
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? S
CALLSELECT...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 2
LENGTH OF EACH DIM:
2 4
OUTPUT ARRAY 'R' ELEMENTS:
1 -6.6 -3.3 4.4 5 4.4 -6.6 1

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? N

9. Appendix II: listing TESTAMS.CASE-3

CASE IMPLEMENTOR D:C3.C26
BASIC DRIVE PROGRAM D:TESTAMS.BAS
ADD/MULTIPLY/SELECT USING 2 MATRICES

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 1
ENTER LENGTH OF EACH DIM:
6
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 1
LENGTH OF EACH DIM?
6
ENTER ARRAY 'B' ELEMENTS
1.1 -2.2 3 -4.4 0 5.6
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? A
CALLADD...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS = 1
LENGTH OF EACH DIM:
6
OUTPUT ARRAY 'R' ELEMENTS:
2.1 -0.2 -0.3 0 5 -1

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? Y

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 2
ENTER LENGTH OF EACH DIM:
2 3
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 2
LENGTH OF EACH DIM?
2 3
ENTER ARRAY 'B' ELEMENTS
1.1 -2.2 3 -4.4 0 5.6
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? M
CALLMULT...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 2
LENGTH OF EACH DIM:
2 3
OUTPUT ARRAY 'R' ELEMENTS:
1.1 -4.4 -9.9 -19.36 0 -36.96

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? Y

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 3
ENTER LENGTH OF EACH DIM:
3 2 1
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 2
LENGTH OF EACH DIM?
2 4
ENTER ARRAY 'B' ELEMENTS
0 5 2 3 4 3 5 0
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? S
CALLSELECT...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 2
LENGTH OF EACH DIM:
2 4
OUTPUT ARRAY 'R' ELEMENTS:
1 -6.6 -3.3 4.4 5 4.4 -6.6 1

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? N

9. Appendix II: listing TESTAMS.CASE-4

CASE IMPLEMENTOR D:C4.123
BASIC DRIVE PROGRAM D:TESTAMS.BAS
ADD/MULTIPLY/SELECT USING 2 MATRICES

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 1
ENTER LENGTH OF EACH DIM:
6
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 1
LENGTH OF EACH DIM?
6
ENTER ARRAY 'B' ELEMENTS
1.1 -2.2 3 -4.4 0 5.6
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? A
CALLADD...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 1
LENGTH OF EACH DIM:
6
OUTPUT ARRAY 'R' ELEMENTS:
2.1 -0.2 -0.3 0 5 -1

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? Y

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 2
ENTER LENGTH OF EACH DIM:
2 3
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 2
LENGTH OF EACH DIM?
2 3
ENTER ARRAY 'B' ELEMENTS
1.1 -2.2 3 -4.4 0 5.6
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? M
CALLMULT...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 2
LENGTH OF EACH DIM:
2 3
OUTPUT ARRAY 'R' ELEMENTS:
1.1 -4.4 -9.9 -19.36 0 -36.96

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? Y

SHAPE OF INPUT ARRAY 'A': NO. DIMS? 3
ENTER LENGTH OF EACH DIM:
3 2 1
ENTER ARRAY 'A' ELEMENTS
1 2 -3.3 4.4 5 -6.6
CALLFTOCA...

SHAPE OF INPUT ARRAY 'B': NO. DIMS? 2
LENGTH OF EACH DIM?
2 4
ENTER ARRAY 'B' ELEMENTS
0 5 2 3 4 3 5 0
CALLFTOCB...

ADD (A), MULTIPLY (M) OR SELECT (S)? S
CALLSELECT...
CALLCTOFR...

SHAPE OF OUTPUT ARRAY 'R': NO. DIMS 2
LENGTH OF EACH DIM:
2 4
OUTPUT ARRAY 'R' ELEMENTS:
1 -6.6 -3.3 4.4 5 4.4 -6.6 1

RUN AGAIN WITH SAME CASE AND BASIC DRIVE
ROUTINE? N

9. Appendix III

9. Appendix III.

The following pages contain listings of BASIC exerciser routines for obtaining the data of Appendix II. They are arranged in alphabetical order by title, as follows:

ADD00999.BAS & ADD0999.BAS

ADD0TO9.BAS

ADD999.BAS & ADD9990.BAS

ADDIF400.BAS

MUL00999.BAS & MUL0999.BAS

MUL0TO9.BAS

MUL999.BAS & MUL9990.BAS

MULIF400.BAS

SEL0TO9.BAS

SEL400.BAS

SEL999.BAS

TESTAMS.BAS

9. Appendix III: ADD00999.BAS & ADD0999.BAS

```
1200 REM *****
1201 REM * AOO 2 VECTORS OF 0.0999'S*
1202 REM * VARYING VECTOR LENGTHS *
1203 REM * FROM 0 TO 400 *
1204 REM *****
1205 POKE INHIBOMA,1
1206 PRINT #6;"AODITION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 0.0999"
1207 PRINT #6
1208 TXT1$="L: ":TXT2$="T: "
1209 FOR I=0 TO 399:FA(I)=0.0999:F8(I)=0.0999:NEXT I
1210 FOR INOEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INOEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLA00
1215 NEXT INOEX
1216 CLOSE #6:PRINT :PRINT :PRINT :STOP
1217 GOTO RESTART
```

```
1200 REM *****
1201 REM * AOO 2 VECTORS OF 0.999'S *
1202 REM * VARYING VECTOR LENGTHS *
1203 REM * FROM 0 TO 400 *
1204 REM *****
1205 POKE INHIBOMA,1
1206 PRINT #6;"AODITION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 0.999"
1207 PRINT #6
1208 TXT1$="L: ":TXT2$="T: "
1209 FOR I=0 TO 399:FA(I)=0.999:FB(I)=0.999:NEXT I
1210 FOR INOEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INOEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLA00
1215 NEXT INOEX
1216 CLOSE #6:PRINT :PRINT :PRINT :STOP
1217 GOTO RESTART
```

9. Appendix III: ADD0TO9.BAS

```
1200 REM *****
1201 REM *   ADD 2 EQUAL VECTORS   *
1202 REM * OF LENGTH 10; THEN 400.*
1203 REM *ALL ELEMENTS = 0; THEN 1*
1204 REM * 2 3 4 5 6 7 8 & 9 "9"'S*
1205 REM *USING RESULTS FOR 10&400*
1206 REM * CALC. ELEMENT TIMES FOR*
1207 REM *EACH OF 10 ELEMNT VALUES*
1208 REM *****
1209 POKE INHI8DMA,1
1210 PRINT #6;"ADDITION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO"
1211 PRINT #6;"0; 9; 99; 999; 9999; 99999; 999999; 9999999; 99999999 & 999999999"
1212 PRINT #6
1213 TXT1$=""
1214 RESTORE 1232
1215 FOR I=1 TO 10:READ INDEX
1216 FOR J=0 TO 399:FA(J)=INDEX:FB(J)=INDEX:NEXT J
1217 TXT2$=" 10X "
1218 FS(0)=1:FS(1)=10
1219 GOSUB 1227:T10=TIME
1220 TXT2$="400X "
1221 FS(0)=1:FS(1)=400
1222 GOSUB 1227:T400=TIME
1223 PRINT #6;"PER ELEM. TIME ";1.0E-03*INT(0.5+1000000*(T400-T10)/390);" MSEC."
1224 NEXT I
1225 CLOSE #6:PRINT :PRINT :PRINT :STOP
1226 GOTO RESTART
1227 REM **SUBR. TO DO THE ADDITION**
1228 GOSUB CALLFTOCA
1229 GOSUB CALLFTOCB
1230 GOSUB CALLAADD
1231 RETURN
1232 DATA 0,9,99,999,9999,99999,999999,9999999,99999999,999999999
```

9. Appendix III: ADD999.BAS & ADD9990.BAS

```
1200 REM *****
1201 REM *A00 2 VECTORS OF 999'S*
1202 REM *VARYING VECTOR LENGTHS*
1203 REM *      FROM 0 TO 400      *
1204 REM *****
1205 POKE INHIBOMA,1
1206 PRINT #6;"A00ITION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 999"
1207 PRINT #6
1208 TXT1$="ELEMENTS: ";TXT2$="TOTAL: "
1209 FOR I=0 TO 399:FA(I)=999:FB(I)=999:NEXT I
1210 FOR INOEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INOEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLA00
1215 NEXT INOEX
1216 CLOSE #6:PRINT :PRINT :PRINT :END
1217 GOTO RESTART
```

```
1200 REM *****
1201 REM *A00 2 VECTORS OF 9990'S*
1202 REM *VARYING VECTOR LENGTHS *
1203 REM *      FROM 0 TO 400      *
1204 REM *****
1205 POKE INHIBOMA,1
1206 PRINT #6;"A00ITION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 9990"
1207 PRINT #6
1208 TXT1$="ELEMENTS: ";TXT2$="TOTAL: "
1209 FOR I=0 TO 399:FA(I)=999:FB(I)=9990:NEXT I
1210 FOR INOEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INOEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLA00
1215 NEXT INOEX
1216 CLOSE #6:PRINT :PRINT :PRINT :END
1217 GOTO RESTART
```

9. Appendix III: ADDIF400.BAS

```
1200 REM *****
1201 REM *ADD 2 400-ELEMENT VECTORS*
1202 REM * WITH VARYING MIXES OF  *
1203 REM * RANDOMLY DISTRIBUTED  *
1204 REM * INTEGER & FLOATING POINT*
1205 REM * ELEMENT VALUES.      *
1206 REM *****
1207 PRINT "NOTE: THIS APPLICATION OVERWRITES"
1208 PRINT "LINE 3045, TO PREVENT INTERMEDIATE"
1209 PRINT "RESULTS FROM BEING WRITTEN OUT"
1210 POKE INHIBOMA,1
1211 PRINT #6;"ADDITION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 999 & 0.999,"
1212 PRINT #6;" MIXED RANDOMLY WITH PERCENT OF INTEGERS EQUAL TO"
1213 PRINT #6;" 0, 10, 20, 30, 40, 50, 60, 70, 80, 90 & 100 PERCENT"
1214 PRINT #6
1215 RESTORE 1272:READ N
1216 IF NOT DIMMED THEN DIM MIX(N),MAX(N),MIN(N),AVG(N),DEV(N),TIMES(10):LET DIMMED=1
1217 REM *BEGINNING OF MAIN LOOP*
1218 FOR RUNNUM=1 TO N
1219 READ THRESH:PRINT THRESH;"%:"MIX(RUNNUM)=THRESH:THRESH=THRESH/100
1220 FOR LOOP=1 TO 10:REM *10 ITERATIONS FOR EACH % MIXTURE*
1221 FOR I=1 TO 400:REM *BUILD MIXED ARRAYS*
1222 IF THRESH>RND(1) THEN FA(I)=999:GOTO 1224:REM *INTEGER VALUE*
1223 FA(I)=0.999:REM *ELSE FLOATING POINT VALUE*
1224 IF THRESH>RND(1) THEN FB(I)=999:GOTO 1226:REM *INTEGER VALUE*
1225 FB(I)=0.999:REM *ELSE FLOATING POINT VALUE*
1226 NEXT I
1227 REM *CONVERT MIXED ARRAYS AND ADD THEM*
1228 FS(0)=1:FS(1)=400
1229 GOSUB CALLFTOCA
1230 GOSUB CALLFTOCB
1231 GOSUB CALLADD
1232 TIMES(LOOP)=TIME:REM *RECORD TIME FOR THIS ITERATION*
1233 NEXT LOOP
```

-continued-

9. Appendix III: ADDIF400.BAS

```
1234 REM *CALCULATE MAXIMUM TIME FOR THIS MIXTURE*
1235 TEMP=TIMES(1)
1236 FOR I=2 TO 10
1237 IF TIMES(I)>TEMP THEN TEMP=TIMES(I)
1238 NEXT I
1239 MAX(RUNNUM)=TEMP
1240 REM *CALCULATE MINIMUM TIME FOR THIS MIXTURE*
1241 TEMP=TIMES(1)
1242 FOR I=2 TO 10
1243 IF TIMES(I)<TEMP THEN TEMP=TIMES(I)
1244 NEXT I
1245 MIN(RUNNUM)=TEMP
1246 REM *CALCULATE AVERAGE TIME FOR THIS MIXTURE*
1247 TEMP=0
1248 FOR I=1 TO 10
1249 TEMP=TEMP+TIMES(I)
1250 NEXT I
1251 AVG(RUNNUM)=TEMP/10
1252 REM *CALCULATE STANDARD DEVIATION FOR THIS MIXTURE*
1253 TEMP=0:MEAN=AVG(RUNNUM)
1254 FOR I=1 TO 10
1255 TEMP=TEMP+(TIMES(I)-MEAN)*(TIMES(I)-MEAN)
1256 NEXT I
1257 DEV(RUNNUM)=SQR(TEMP/10)
1258 NEXT RUNNUM
1259 REM *END OF MAIN LOOP: WRITE OUT RESULTS*
1260 PRINT #6;"PERCENT INTEGERS"
1261 FOR RUNNUM=1 TO N:PRINT #6;MIX(RUNNUM):NEXT RUNNUM
1262 PRINT #6;"MAX TIME, MSECS."
1263 FOR RUNNUM=1 TO N:PRINT #6;INT(1000*MAX(RUNNUM)+0.5):NEXT RUNNUM
1264 PRINT #6;"MIN TIME, MSECS."
1265 FOR RUNNUM=1 TO N:PRINT #6;INT(1000*MIN(RUNNUM)+0.5):NEXT RUNNUM
1266 PRINT #6;"AVG TIME, MSECS."
1267 FOR RUNNUM=1 TO N:PRINT #6;0.1*INT(10000*AVG(RUNNUM)+0.5):NEXT RUNNUM
1268 PRINT #6;"STD DEV, MSECS."
1269 FOR RUNNUM=1 TO N:PRINT #6;0.1*INT(10000*DEV(RUNNUM)+0.5):NEXT RUNNUM
1270 CLOSE #6:PRINT :PRINT :PRINT :END
1271 GOTO RESTART
1272 DATA 11, 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100
3045 REM *DELETE 3045: INTERMEDIATE RESULT PRINTOUT*
```


9. Appendix III: MUL00999.BAS & MUL0999.BAS

```
1200 REM *****
1201 REM *MULT 2 VECTORS OF 0.0999'S*
1202 REM *   VARYING VECTOR LENGTHS   *
1203 REM *           FROM 0 TO 400       *
1204 REM *****
1205 POKE INHIBOMA,1
1206 PRINT #6;"MULTIPLICATION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 0.0999"
1207 PRINT #6
1208 TXT1$="L: ":TXT2$="T: "
1209 FOR I=0 TO 399:FA(I)=0.0999:FB(I)=0.0999:NEXT I
1210 FOR INOEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INOEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLMULT
1215 NEXT INOEX
1216 CLOSE #6:PRINT :PRINT :PRINT :STOP
1217 GOTO RESTART
```

```
1200 REM *****
1201 REM *MULT. 2 VECTORS OF 0.999'S*
1202 REM *   VARYING VECTOR LENGTHS   *
1203 REM *           FROM 0 TO 400       *
1204 REM *****
1205 POKE INHIBOMA,1
1206 PRINT #6;"MULTIPLICATION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 0.999"
1207 PRINT #6
1208 TXT1$="L: ":TXT2$="T: "
1209 FOR I=0 TO 399:FA(I)=0.999:FB(I)=0.999:NEXT I
1210 FOR INOEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INOEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLMULT
1215 NEXT INOEX
1216 CLOSE #6:PRINT :PRINT :PRINT :STOP
1217 GOTO RESTART
```

9. Appendix III: MUL0TO9.BAS

```
1200 REM *****
1201 REM *MULTIPLY 2 EQUAL VECTORS*
1202 REM * OF LENGTH 10; THEN 400.*
1203 REM *ALL ELEMENTS 0; THEN *
1204 REM * 9; 99; 999; 9999; 99999*
1205 REM *USING RESULTS FOR 10&400*
1206 REM * CALC. ELEMENT TIMES FOR*
1207 REM *EACH OF 6 ELEMENT VALUES*
1208 REM *****
1209 POKE INHIBDMA,1
1210 PRINT #6;"MULTIPLICATION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO"
1211 PRINT #6;"0; THEN 9; 99; 999; 9999 & 99999."
1212 PRINT #6
1213 TXT1$=""
1214 RESTORE 1232
1215 FOR I=1 TO 6:READ INDEX
1216 FOR J=0 TO 399:FA(J)=INDEX:FB(J)=INDEX:NEXT J
1217 TXT2$=" 10X "
1218 FS(0)=1:FS(1)=10
1219 GOSUB 1227:T10=TIME
1220 TXT2$="400X "
1221 FS(0)=1:FS(1)=400
1222 GOSUB 1227:T400=TIME
1223 PRINT #6;"PER ELEM. TIME ";1.0E-03*INT(0.5+1000000*(T400-T10)/390);" MSEC."
1224 NEXT I
1225 CLOSE #6:PRINT :PRINT :PRINT :STOP
1226 GOTO RESTART
1227 REM *SUBR. TO DO MULTIPLICATION*
1228 GOSUB CALLFTOCA
1229 GOSUB CALLFTOCB
1230 GOSUB CALLMULT
1231 RETURN
1232 DATA 0,9,99,999,9999,99999
```

9. Appendix III: MUL999.BAS & MUL9990.BAS

```
1200 REM *****
1201 REM *MULT. 2 VECTORS OF 999'S*
1202 REM * VARYING VECTOR LENGTHS *
1203 REM *      FROM 0 TO 400      *
1204 REM *****
1205 POKE INHIBDMA,1
1206 PRINT #6;"MULTIPLICATION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 999"
1207 PRINT #6
1208 TXT1$="L: ":TXT2$="T: "
1209 FOR I=0 TO 399:FA(I)=999:FB(I)=999:NEXT I
1210 FOR INDEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INDEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLMULT
1215 NEXT INDEX
1216 CLOSE #6:PRINT :PRINT :PRINT :STOP
1217 GOTO RESTART
```

```
1200 REM *****
1201 REM *MULT. 2 VECTORS OF 9990'S*
1202 REM * VARYING VECTOR LENGTHS *
1203 REM *      FROM 0 TO 400      *
1204 REM *****
1205 POKE INHIBDMA,1
1206 PRINT #6;"MULTIPLICATION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 9990"
1207 PRINT #6
1208 TXT1$="L: ":TXT2$="T: "
1209 FOR I=0 TO 399:FA(I)=999:FB(I)=9990:NEXT I
1210 FOR INDEX=0 TO 400 STEP 10
1211 FS(0)=1:FS(1)=INDEX
1212 GOSUB CALLFTOCA
1213 GOSUB CALLFTOCB
1214 GOSUB CALLMULT
1215 NEXT INDEX
1216 CLOSE #6:PRINT :PRINT :PRINT :STOP
1217 GOTO RESTART
```

9. Appendix III: MULIF400.BAS

```
1200 REM *****
1201 REM *MULT 2 400-ELEMENT VECTORS*
1202 REM * WITH VARYING MIXES OF      *
1203 REM * RANDOMLY DISTRIBUTED      *
1204 REM * INTEGER & FLOATING POINT *
1205 REM * ELEMENT VALUES.          *
1206 REM *****
1207 PRINT "NOTE: THIS APPLICATION OVERWRITES"
1208 PRINT "LINE 3045, TO PREVENT INTERMEDIATE"
1209 PRINT "RESULTS FROM BEING WRITTEN OUT"
1210 POKE INHIBDMA,1
1211 PRINT #6;"MULTIPLICATION OF TWO VECTORS CONTAINING ELEMENTS EQUAL TO 999 & 0.999,"
1212 PRINT #6;" MIXED RANDOMLY WITH PERCENT OF INTEGERS EQUAL TO"
1213 PRINT #6;" 0, 10, 20, 30, 40, 50, 60, 70, 80, 90 & 100 PERCENT"
1214 PRINT #6
1215 RESTORE 1272:READ N
1216 IF NOT DIMMED THEN DIM MIX(N),MAX(N),MIN(N),AVG(N),DEV(N),TIMES(10):LET DIMMED=1
1217 REM *BEGINNING OF MAIN LOOP*
1218 FOR RUNNUM=1 TO N
1219 READ THRESH:PRINT THRESH;"%":MIX(RUNNUM)=THRESH:THRESH=THRESH/100
1220 FOR LOOP=1 TO 10:REM *10 ITERATIONS FOR EACH % MIXTURE*
1221 FOR I=1 TO 400:REM *BUILD MIXED ARRAYS*
1222 IF THRESH>RND(1) THEN FA(I)=999:GOTO 1224:REM *INTEGER VALUE*
1223 FA(I)=0.999:REM *ELSE FLOATING POINT VALUE*
1224 IF THRESH>RND(1) THEN FB(I)=999:GOTO 1226:REM *INTEGER VALUE*
1225 FB(I)=0.999:REM *ELSE FLOATING POINT VALUE*
1226 NEXT I
1227 REM *CONVERT MIXED ARRAYS AND MULTIPLY THEM*
1228 FS(0)=1:FS(1)=400
1229 GOSUB CALLFTOCA
1230 GOSUB CALLFTOCB
1231 GOSUB CALLMULT
1232 TIMES(LOOP)=TIME:REM *RECORD TIME FOR THIS ITERATION*
1233 NEXT LOOP
```

-continued-

9. Appendix III: MULIF400.BAS

```
1234 REM *CALCULATE MAXIMUM TIME FOR THIS MIXTURE*
1235 TEMP=TIMES(1)
1236 FOR I=2 TO 10
1237 IF TIMES(I)>TEMP THEN TEMP=TIMES(I)
1238 NEXT I
1239 MAX(RUNNUM)=TEMP
1240 REM *CALCULATE MINIMUM TIME FOR THIS MIXTURE*
1241 TEMP=TIMES(1)
1242 FOR I=2 TO 10
1243 IF TIMES(I)<TEMP THEN TEMP=TIMES(I)
1244 NEXT I
1245 MIN(RUNNUM)=TEMP
1246 REM *CALCULATE AVERAGE TIME FOR THIS MIXTURE*
1247 TEMP=0
1248 FOR I=1 TO 10
1249 TEMP=TEMP+TIMES(I)
1250 NEXT I
1251 AVG(RUNNUM)=TEMP/10
1252 REM *CALCULATE STANDARD DEVIATION FOR THIS MIXTURE*
1253 TEMP=0:MEAN=AVG(RUNNUM)
1254 FOR I=1 TO 10
1255 TEMP=TEMP+(TIMES(I)-MEAN)*(TIMES(I)-MEAN)
1256 NEXT I
1257 DEV(RUNNUM)=SQR(TEMP/10)
1258 NEXT RUNNUM
1259 REM *END OF MAIN LOOP: WRITE OUT RESULTS*
1260 PRINT #6;"PERCENT INTEGERS"
1261 FOR RUNNUM=1 TO N:PRINT #6:MIX(RUNNUM):NEXT RUNNUM
1262 PRINT #6;"MAX TIME, MSECS."
1263 FOR RUNNUM=1 TO N:PRINT #6:INT(1000*MAX(RUNNUM)+0.5):NEXT RUNNUM
1264 PRINT #6;"MIN TIME, MSECS."
1265 FOR RUNNUM=1 TO N:PRINT #6:INT(1000*MIN(RUNNUM)+0.5):NEXT RUNNUM
1266 PRINT #6;"AVG TIME, MSECS."
1267 FOR RUNNUM=1 TO N:PRINT #6:0.1*INT(10000*AVG(RUNNUM)+0.5):NEXT RUNNUM
1268 PRINT #6;"STD DEV, MSECS."
1269 FOR RUNNUM=1 TO N:PRINT #6:0.1*INT(10000*DEV(RUNNUM)+0.5):NEXT RUNNUM
1270 CLOSE #6:PRINT :PRINT :PRINT :END
1271 GOTO RESTART
1272 DATA 11, 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100
3045 REM *DELETE 3045: INTERMEDIATE RESULT PRINTOUT*
```

9. Appendix III: REPORT.BAS

```
4 REM *****
5 REM *RESERVE ARRAY STORAGE*
6 REM *****
10 DIM FA$(1),FA(400),A$(3211),FB$(1),FB(400),B$(3211),FR$(1),FR(400),R$(3211),FS$(1),FS(5)
11 DIM FILE$(10),BASFILE$(15),TXT1$(20),TXT2$(20),OUTFILES$(15)
17 REM *****
18 REM *DEFS OF ASSY CODE REGISTERS*
19 REM *****
20 LET AFLTTDCASE=11264:REM  HEX $2C00
22 LET ACASETOFLT=AFLTTDCASE+2
24 LET AADD=ACASETOFLT+2
26 LET AMULT=AADD+2
28 LET ASELECT=AMULT+2
30 LET FLTR=BADR+2
32 LET FLTA=ASELECT+2
34 LET AADR=FLTA+2
36 LET FLTB=AAADR+2
38 LET BADR=FLTB+2
40 LET FLTR=BADR+2
42 LET RADR=FLTR+2
44 LET OADR=RADR+2
46 LET LCDUNT=OADR+2
48 LET TIMER=LCDUNT+2
50 LET VCOUNTER=TIMER+3
52 LET TMPCTR1=VCOUNTER+1
54 LET TMPCTR2=TMPCTR1+1
56 LET DELTAA=TMPCTR2+1
58 LET DELTAB=DELTAA+1
60 LET DELTAR=DELTAB+1
62 LET DELTAD=DELTAR+1
64 LET INHIBDMA=DELTAD+1
66 LET SCALASW=INHIBDMA+1
68 LET SCALBSW=SCALASW+1
70 REM *****
71 REM *SYSTEM CONSTANTS*
72 REM *****
75 LET MEMLO=16384:REM  HEX $4000
100 REM *****
101 REM *SUBROUTINE ADDRESSES*
102 REM *****
110 LET CALLFTDCA=2000
120 LET CALLFTDCB=2100
130 LET CALLADD=2200
140 LET CALLMULT=2300
150 LET CALLSELECT=2400
160 LET CALLCTDFR=2500
170 LET CALLBAS=2600
180 LET CALLML=2B00
200 LET LDADUTIL=16200
210 LET RESTART=1100
300 LET PRINTTIMER=3000
310 LET PRINTERRDR=3100
```

-continued-

9. Appendix III: REPORT.BAS

```
1000 REM *****
1001 REM *MAIN PROGRAM*
1002 REM *****
1003 REM
1004 REM *LOAD MACHINE LANGUAGE FILE*
1005 REM
1006 GOSUB CALLML
1010 REM
1011 REM *LOAD BASIC ORIVER ROUTINE*
1012 REM
1013 GOSUB CALLBAS
1099 STOP
1100 REM
1101 REM *RESET OUTPUT PARAMETERS*
1102 REM
1105 LET TXT1$="":LET TXT2$="":CLOSE #6
1110 REM
1111 REM *OPEN OUTFILE & WRITE HEAOER*
1112 REM
1115 LET OUTFILE$=BASFILES$
1120 LET OUTFILE$(LEN(BASFILES$)-2)=FILE$(3,LEN(FILE$)-4)
1125 OPEN #6,8,0,OUTFILE$
1130 PRINT #6,"CASE-";CASE;"", FILE ";FILE$
1135 PRINT #6,"BASIC ORIVE ROUTINE ";BASFILES$
1140 PRINT #6
1198 REM
1199 REM *APPLICATION PROGRAM BEGINS HERE*
1990 CLOSE #6:PRINT :PRINT :PRINT :ENO
1995 GOTO RESTART
```

-continued-

9. Appendix III: REPORT.BAS

```
2000 REM *****
2001 REM *SUBROUTINE CALLFTOCA*
2002 REM *****
2010 LET USRADR=PEEK(AFLTTOCASE)+256*PEEK(AFLTTOCASE+1)
2020 LET ERROR=USR(USRADR,(ADR(FA$)+1),ADR(A$),(ADR(FS$)+1),0)
2030 GOSUB PRINTERROR
2050 RETURN
2100 REM *****
2101 REM *SUBROUTINE CALLFTOCB*
2102 REM *****
2110 LET USRADR=PEEK(AFLTTOCASE)+256*PEEK(AFLTTOCASE+1)
2120 LET ERROR=USR(USRADR,(ADR(FB$)+1),ADR(B$),(ADR(FS$)+1),0)
2130 GOSUB PRINTERROR
2150 RETURN
2200 REM *****
2201 REM *SUBROUTINE CALLADD*
2202 REM *****
2210 LET USRADR=PEEK(AADD)+256*PEEK(AADD+1)
2220 LET ERROR=USR(USRADR,ADR(A$),ADR(B$),ADR(R$),0)
2230 GOSUB PRINTERROR
2240 GOSUB PRINTTIMER
2250 RETURN
2300 REM *****
2301 REM *SUBROUTINE CALLMULT*
2302 REM *****
2310 LET USRADR=PEEK(AMULT)+256*PEEK(AMULT+1)
2320 LET ERROR=USR(USRADR,ADR(A$),ADR(B$),ADR(R$),0)
2330 GOSUB PRINTERROR
2340 GOSUB PRINTTIMER
2350 RETURN
2400 REM *****
2401 REM *SUBROUTINE CALLSELECT*
2402 REM *****
2410 LET USRADR=PEEK(ASELECT)+256*PEEK(ASELECT+1)
2420 LET ERROR=USR(USRADR,ADR(A$),ADR(B$),ADR(R$),0)
2430 GOSUB PRINTERROR
2440 GOSUB PRINTTIMER
2450 RETURN
2500 REM *****
2501 REM *SUBROUTINE CALLCTOFR*
2502 REM *****
2510 LET USRADR=PEEK(ACASETOFLT)+256*PEEK(ACASETOFLT+1)
2520 LET ERROR=USR(USRADR,(ADR(FR$)+1),ADR(R$),(ADR(FS$)+1),0)
2530 GOSUB PRINTERROR
2550 RETURN
```

-continued-

9. Appendix III: REPORT.BAS

```
2600 REM *****
2601 REM *SUBROUTINE CALLBAS*
2602 REM *****
2610 PRINT "BASIC ROUTINE TO BE LOADED";:INPUT BASFILES$
2620 IF LEN(BASFILES$)>2 AND BASFILES$(1,2)="D:" THEN 2630
2625 FOR I=LEN(BASFILES$) TO 1 STEP -1:BASFILES$(I+2,I+2)=BASFILES$(I,I):NEXT I:BASFILES$(1,2)="D:"
2630 LET I=LEN(BASFILES$):IF I>3 AND BASFILES$(I-3,I)=".BAS" THEN 2650
2635 BASFILES$(I+1,I+4)=".BAS"
2650 PRINT "FILE ";BASFILES$;" LOADING..."
2660 ENTER BASFILES$
2690 RETURN
2800 REM *****
2801 REM *SUBROUTINE CALLML*
2802 REM *****
2810 PRINT "CASE NUMBER TO BE LOADED";:INPUT CASE
2820 LET FILE$="D:NOFILE":IF CASE=4.1 THEN GOSUB 2905:GOTO 2830
2825 ON 1+CASE GOSUB 2900,2901,2902,2903,2904
2830 IF (PEEK(743)+256*PEEK(744))<>MEMLO THEN PRINT "MEMLO NOT RELOCATED":STOP
2840 IF PEEK(LOADUTIL)<>162 THEN PRINT "LOAD UTILITY NOT IN RAM":STOP
2850 PRINT "FILE ";FILE$;":"
2860 LET ERROR=USR(LOADUTIL,ADR(FILE$))
2870 GOSUB PRINTERERROR
2880 IF ERROR=0 THEN PRINT "CASE-";CASE;" SOFTWARE LOADED"
2890 RETURN
2900 LET FILE$="D:C0.906":RETURN
2901 LET FILE$="D:C1.A11":RETURN
2902 LET FILE$="D:C2.B19":RETURN
2903 LET FILE$="D:C3.C26":RETURN
2904 LET FILE$="D:C4.123":RETURN
2905 LET FILE$="D:C41.205":RETURN
3000 REM *****
3001 REM *SUBROUTINE PRINTTIMER*
3002 REM *****
3010 LET SUBTICKS=PEEK(VCOUNTER)/131
3020 LET TICKS=65536*PEEK(TIMER)+256*PEEK(TIMER+1)+PEEK(TIMER+2)+SUBTICKS
3030 LET TIME=TICKS/59.923334
3040 PRINT TXT1$;INDEX;" ";TXT2$;TIME
3045 PRINT #6;TXT1$;INDEX;" ";TXT2$;INT(1000*TIME+0.5);" MSEC."
3050 RETURN
3100 REM *****
3101 REM *SUBROUTINE PRINTERERROR*
3102 REM *****
3110 IF ERROR<>0 THEN PRINT "***ERROR #";ERROR;"***"
3120 RETURN
```

9. Appendix III: SEL0TO9.BAS

```
1200 REM *****
1201 REM *SELECT 10 & 400 ELEMENTS*
1202 REM * FROM A VECTOR WITH ALL *
1203 REM * ELEMENTS 0; THEN 1 2 *
1204 REM * 3 4 5 6 7 8 & 9 "9"'S.*
1205 REM *USING RESULTS FOR 10&400*
1206 REM * CALC. ELEMENT TIMES FOR*
1207 REM *EACH OF 10 ELEMNT VALUES*
1208 REM *****
1209 POKE INHIBDMA,1
1210 PRINT #6;"SELECTION FROM A VECTOR CONTAINING ELEMENTS EQUAL TO"
1211 PRINT #6;"0; 9; 99; 999; 9999; 99999; 999999; 9999999; 99999999 & 999999999"
1212 PRINT #6
1213 TXT1$=""
1214 FOR J=0 TO 399:FB(J)=J:NEXT J
1215 RESTORE 1234
1216 FOR I=1 TO 10:READ INDEX
1217 FOR J=0 TO 399:FA(J)=INDEX:NEXT J
1218 TXT2$=" 10X "
1219 FS(0)=1:FS(1)=10
1220 GOSUB 1228:T10=TIME
1221 TXT2$="400X "
1222 FS(0)=1:FS(1)=400
1223 GOSUB 1228:T400=TIME
1224 PRINT #6;"PER ELEM. TIME ";1.0E-03*INT(0.5+1000000*(T400-T10)/390);" MSEC."
1225 NEXT I
1226 CLOSE #6:PRINT :PRINT :PRINT :STOP
1227 GOTO RESTART
1228 REM **SUBR. TO DO THE SELECTION*
1229 GOSUB CALLFTOCB
1230 FS(0)=1:FS(1)=400
1231 GOSUB CALLFTOCA
1232 GOSUB CALLSELECT
1233 RETURN
1234 DATA 0,9,99,999,9999,99999,999999,9999999,99999999,999999999
```

9. Appendix III: SEL400.BAS

```
1200 REM *****
1201 REM *   FROM A VECTOR OR 400   *
1202 REM *   ELEMENTS, WITH EACH   *
1203 REM *   ELEMENT EQUAL TO 999, *
1204 REM *   MAKE 400 SELECTIONS OF *
1205 REM *   -THE FIRST ELEMENT     *
1206 REM *   -ELEMENTS 1 THRU 400   *
1207 REM *   -ELEMENTS 400 THRU 1   *
1208 REM *   -THE LAST ELEMENT      *
1209 REM *****
1210 POKE INHIBDMA,1
1211 INDEX = 0: REM NOT USED FOR THIS APPLICATION
1212 TXT1$="":TXT2$="T: "
1213 PRINT #6;"SELECTION OF 400 ELEMENTS FROM A VECTOR OF 999'S"
1214 FOR I=0 TO 399:FA(I)=999:NEXT I
1215 PRINT #6
1216 PRINT #6; "400 SELECTIONS OF THE FIRST ELEMENT"
1217 FOR I=0 TO 399:FB(I)=0:NEXT I
1218 GOSUB 1233
1219 PRINT #6
1220 PRINT #6; "SELECTION OF ELEMENTS 1 THRU 400"
1221 FOR I=0 TO 399:FB(I)=I:NEXT I
1222 GOSUB 1233
1223 PRINT #6
1224 PRINT #6; "SELECTION OF ELEMENTS 400 THRU 1"
1225 FOR I=0 TO 399:FB(I)=399-I:NEXT I
1226 GOSUB 1233
1227 PRINT #6
1228 PRINT #6; "400 SELECTIONS OF THE LAST ELEMENT"
1229 FOR I=0 TO 399:FB(I)=399:NEXT I
1230 GOSUB 1233
1231 CLOSE #6:PRINT :PRINT :PRINT :STOP
1232 GOTO RESTART
1233 REM *SUBR. TO DO THE SELECTION*
1234 FS(0)=1:FS(1)=400
1235 GOSUB CALLFTOCA
1236 FS(0)=1:FS(1)=400
1237 GOSUB CALLFTOCB
1238 GOSUB CALLSELECT
1239 RETURN
```

9. Appendix III: SEL999.BAS

```
1200 REM *****
1201 REM *   FROM A VECTOR OR 400   *
1202 REM *   ELEMENTS, WITH EACH   *
1203 REM *   ELEMENT EQUAL TO 999,  *
1204 REM *   SELECT ELEMENTS 1 THRU N *
1205 REM *   WITH N VARYING FROM     *
1206 REM *       1 TO 400           *
1207 REM *****
1208 POKE INHIBDMA,1
1209 PRINT #6;"SELECTION OF 1 TO 400 ELEMENTS FROM A VECTOR OF 999'S"
1210 PRINT #6
1211 TXT1$="N: ";TXT2$="T: "
1212 FOR I=0 TO 399:FA(I)=999:FB(I)=I:NEXT I
1213 INDEX=1
1214 GOSUB 1220
1215 FOR INDEX=10 TO 400 STEP 10
1216 GOSUB 1220
1217 NEXT INDEX
1218 CLOSE #6:PRINT :PRINT :PRINT :STOP
1219 GOTO RESTART
1220 REM *SUBR. TO DO THE SELECTION*
1221 FS(0)=1:FS(1)=400
1222 GOSUB CALLFTOCA
1223 FS(0)=1:FS(1)=INDEX
1224 GOSUB CALLFTOCB
1225 GOSUB CALLSELECT
1226 RETURN
```

9. Appendix III: TESTAMS.BAS

```
1200 REM *****
1201 REM *A00/MULT/SEL 2 MATRICES*
1202 REM *****
1203 PRINT "}:":REM CLEAR SCREEN
1204 PRINT "A00/MULTIPLY/SELECT USING 2 MATRICES"
1205 PRINT #6;"A00/MULTIPLY/SELECT USING 2 MATRICES"
1206 PRINT :PRINT "SHAPE OF INPUT ARRAY 'A': NO. OIMS";:INPUT VALUE
1207 PRINT #6:PRINT #6;"SHAPE OF INPUT ARRAY 'A': NO. OIMS? ";VALUE
1208 FS(0)=VALUE:L=1:IF VALUE=0 THEN 1213
1209 PRINT "ENTER LENGTH OF EACH OIM (1 PER LINE)"
1210 FOR I=1 TO VALUE:INPUT LL:L=L*LL:FS(I)=LL:NEXT I
1211 PRINT #6;"ENTER LENGTH OF EACH OIM:"
1212 FOR I=1 TO VALUE:PRINT #6;" ";FS(I);:NEXT I:PRINT #6
1213 PRINT "ENTER ARRAY 'A' ELEMENTS (1 PER LINE)"
1214 FOR I=1 TO L:INPUT VALUE:FA(I-1)=VALUE:NEXT I
1215 PRINT #6;"ENTER ARRAY 'A' ELEMENTS"
1216 FOR I=1 TO L:PRINT #6;" ";FA(I-1);:NEXT I:PRINT #6
1217 PRINT " CALLFTOCA...":PRINT #6;" CALLFTOCA..."
1218 GOSUB CALLFTOCA:PRINT :PRINT #6
1219 PRINT "SHAPE OF INPUT ARRAY 'B': NO. OIMS";:INPUT VALUE
1220 PRINT #6;"SHAPE OF INPUT ARRAY 'B': NO. OIMS? ";VALUE
1221 FS(0)=VALUE:L=1:IF VALUE=0 THEN 1226
1222 PRINT "ENTER LENGTH OF EACH OIM (1 PER LINE)"
1223 FOR I=1 TO VALUE:INPUT LL:L=L*LL:FS(I)=LL:NEXT I
1224 PRINT #6;"LENGTH OF EACH OIM?"
1225 FOR I=1 TO VALUE:PRINT #6;" ";FS(I);:NEXT I:PRINT #6
1226 PRINT "ENTER ARRAY 'B' ELEMENTS (1 PER LINE)"
1227 FOR I=1 TO L:INPUT VALUE:FB(I-1)=VALUE:NEXT I
1228 PRINT #6;"ENTER ARRAY 'B' ELEMENTS"
1229 FOR I=1 TO L:PRINT #6;" ";FB(I-1);:NEXT I:PRINT #6
1230 PRINT " CALLFTOCB...":PRINT #6;" CALLFTOCB..."
1231 GOSUB CALLFTOCB:PRINT :PRINT #6
1232 PRINT "A00, MULTIPLY OR SELECT";:INPUT TXT1$
1233 PRINT #6;"A00 (A), MULTIPLY (M) OR SELECT (S)? ";TXT1$
1234 IF TXT1$(1,1)="A" THEN PRINT " CALLA00...":PRINT #6;" CALLA00...":GOSUB CALLA00:GOTO 1238
1235 IF TXT1$="M" THEN PRINT " CALLMULT...":PRINT #6;" CALLMULT...":GOSUB CALLMULT:GOTO 1238
1236 IF TXT1$="S" THEN PRINT " CALLSELECT...":PRINT #6;" CALLSELECT...":GOSUB CALLSELECT:GOTO 1238
1237 GOTO 1232
1238 PRINT " CALLCTOFR...":PRINT #6;" CALLCTOFR..."
1239 GOSUB CALLCTOFR:PRINT :PRINT #6
1240 PRINT "SHAPE OF OUTPUT ARRAY 'R': NO. OIMS= ";FS(0)
1241 PRINT #6;"SHAPE OF OUTPUT ARRAY 'R': NO. OIMS ";FS(0)
1242 L=1:IF FS(0)=0 THEN 1248
1243 FOR I=1 TO FS(0):L=L*FS(I):NEXT I
1244 PRINT "LENGTH OF EACH OIM:"
1245 FOR I=1 TO FS(0):PRINT " ";FS(I);:NEXT I:PRINT
1246 PRINT #6;"LENGTH OF EACH OIM:"
1247 FOR I=1 TO FS(0):PRINT #6;" ";FS(I);:NEXT I:PRINT #6
1248 PRINT "OUTPUT ARRAY 'R' ELEMENTS:"
1249 FOR I=1 TO L:PRINT " ";FR(I-1);:NEXT I:PRINT :PRINT
1250 PRINT #6;"OUTPUT ARRAY 'R' ELEMENTS:"
1251 FOR I=1 TO L:PRINT #6;" ";FR(I-1);:NEXT I:PRINT #6:PRINT #6
1252 PRINT "RUN AGAIN WITH SAME CASE"
1253 PRINT " AND BASIC ORIVE ROUTINE (Y OR N)":INPUT TXT1$
1254 PRINT #6;"RUN AGAIN WITH SAME CASE AND BASIC ORIVE ROUTINE? ";TXT1$
1255 IF TXT1$(1,1)<>"N" THEN 1206
1256 CLOSE #6:PRINT :PRINT :ENO
1257 GOTO RESTART
3040 REM *ODELETE TIME PRINTOUT STATEMENT*
3045 REM *ODELETE TIME PRINTOUT STATEMENT*
```

9. Appendix IIII

9. Appendix IIII

The following pages contain complete assembly listings for Case-0, -1, -2, -3 and -4 implementor modules. The code of the implementor modules is divided into eleven blocks, which are referenced in the top level module for each case - named CASE-n.ASM. Some blocks vary from one implementor to the next with the particular case of data representation being implemented; other blocks remain constant for all implementor modules. The following is a short description of each block, indicating whether or not the block varies with different implementors, and including (where applicable) a reference to section 5 where the design of the code is described.

ADDMULTn (variable) - contains the logic for the arithmetic (dyadic) main loop, the loop setup, and utilities for supporting each iteration of the loop (such as loading and checking type consistency of argument data elements). The details of this block are discussed in section 5.2.

ARGPASS (constant) - logic enabling the implementor module to receive arguments from the BASIC driver program - i.e., the addresses of data arrays to be processed. See section 5.2.1.

CnTOFLT (variable) - logic for converting between internal CASE-n data structures and external BASIC-compatible data structures.

CASEn (variable) - This is the assembler command file specifying which blocks are to be included in assembling the implementor module for Case-n.

COMMONn (variable) - contains logic common to both ADDMULTn and SELECTn, including loop setup, calculation of the number of required loop iterations, and control logic for coercing dissimilar argument types into similar types. The details of this block are included in the discussion of section 5.2.

DEFS (constant) - the interface table defining common memory addresses for communication between implementor modules and the BASIC driver program. The details of this interface are discussed in section 5.1.

FLTTOCn (variable) - logic for converting between BASIC-compatible array data structures and internal CASE-n data structures.

IADDn (variable) - contains the integer addition routine, which is discussed in section 5.3.

IMULn (variable) - contains the integer multiplication routine, which is discussed in section 5.4.

SELECTn (variable) - contains the logic for the selection main loop, the loop setup, and the data element selection logic itself. The design of this block is discussed in sections 5.2 & 5.5.

TABLES (constant) - contains the Product and Carry lookup tables employed by the integer multiplier routine, as discussed in section 5.4.

UTILITY (constant) - contains an interval timer function accurate to about 1 millisecond, and control over the display DMA (which may be inhibited during execution within the implementor module to stabilize time measurements). Measurement of processing time is mentioned in section 5.2, and detailed in section 5.6.

In addition, a module named AUTOLOAD.ASM, which is loaded and run at disk boot time, reserves space for the implementor object modules in RAM and provides a utility whereby any of them can be loaded into RAM via a BASIC call.

9. Appendix III

The listings on the following pages appear in alphabetical order by title, as follows:

ADDMULT0.ASM
ADDMULT1.ASM
ADDMULT2.ASM
ADDMULT3.ASM
ADDMULT4.ASM
ARGPASS.ASM
AUTOLOAD.ASM
C0TOFLT.ASM
C1TOFLT.ASM
C2TOFLT.ASM
C3TOFLT.ASM
C4TOFLT.ASM
CASE0 & 1.ASM
CASE2 & 3.ASM
CASE4 & 41.ASM
COMMON0.ASM
COMMON1.ASM
COMMON2.ASM
COMMON3.ASM
COMMON4.ASM
DEFS.ASM
FLTTOC0.ASM
FLTTOC1.ASM
FLTTOC2.ASM
FLTTOC3.ASM
FLTTOC4.ASM
IADD1.ASM
IADD2.ASM
IADD3.ASM
IADD4.ASM
IMUL1.ASM
IMUL2.ASM
IMUL3.ASM
IMUL4.ASM
SELECT0.ASM
SELECT1.ASM
SELECT2.ASM
SELECT3.ASM
SELECT4.ASM
SELECT4A.ASM
TABLES.ASM
UTILITY.ASM

9. Appendix III: ADDMULT0.ASM

```

10 .PAGE "ADD/MULTIPLY MODULE -CASE 0- 09/06/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;ADDITION AND MULTIPLICATION OF SCALAR AND
70 ;VECTOR ARGUMENTS IN ALL COMBINATIONS.
80 ;CODE WHICH IS COMMON WITH THE SELECT FUNCT.
90 ;PACKAGED SEPARATELY IN MODULE COMMON0.ASM.
0100 ;
0110 ;
0120 ;
0130 ;ARGS: AAOR & BAOR POINT TO 2 INPUT
ARRAYS/SCALARS
0140 ;      RAOR WILL POINT TO THE RESULTANT
ARRAY/SCALAR
0150 ;      THE 4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 ADD NOP
0200 ;MOVE OYAOIC ADD FUNCT CALL INTO LOOP
0210 JSR TIMERON ;INITIALIZE TIMER
0220 LOA #FAOD & $FF
0230 STA FUNCT + 1
0240 LOA #FAOD / $100
0250 STA FUNCT + 2
0260 JMP AODMULCONT
0270 ;
0280 MULT NOP
0290 ;MOVE OYAOIC MULT FUNCT CALL INTO LOOP
0300 JSR TIMERON ;INITIALIZE TIMER
0310 LOA #FMUL & $FF
0320 STA FUNCT + 1
0330 LOA #FMUL / $100
0340 STA FUNCT + 2
0350 ;
0360 AODMULCONT
0370 ;UNLOAD AND STORE ARGUMENTS
0380 JSR UNLOADABRO
0390 BCC AODMULTOK
0400 JMP TIMEROFF ;ERROR RTN: OUMPARGS
0410 ;
0420 ;EXAMINE RANK FIT & SET UP R'S HEADER
0430 ;CALCULATE NUMBER OF LOOP ITERATIONS
0440 AODMULTOK
0450 JSR LOOPSETUP
0460 BCC AODMULLOOP
0470 JMP TIMEROFF ; ERROR RETURN
0480 ;EXECUTE LOOP LCOUNT NO. OF TIMES
0490 AODMULLOOP
0500 JSR LOOPENTRY ;NO ERROR: PROCEED
0510 JMP TIMEROFF ;EOK OR ERROR CODE IN RTNERR
0520 ;
0530 ;
0540 ;MAIN LOOP FOR OYAOIC CALCULATIONS
0550 LOOPENTRY
0560 ;TEST LOOP COUNTER: EXIT IF IT 0
0570 JSR TSTLCOUNT
0580 BEQ LOOPEXIT
0590 LOOP NOP
0600 ;SET UP THE 2 OPERANDS
0610 LOA AAOR
0620 STA FLPTR
0630 LOA AAOR + 1
0640 STA FLPTR + 1
0650 JSR FLOOP
0660 LOA BAOR
0670 STA FLPTR
0680 LOA BAOR + 1
0690 STA FLPTR + 1
0700 JSR FLO1P
0710 ;CALL OPERATION (PREVIOUSLY LOADED)
0720 FUNCT JSR NOSUBR ;NOSUBR REPLACED
0730 BCC LOOPOK
0740 ;ERROR HANDLING
0750 LOA #EFPOUTOFRANGE
0760 JSR ERROR
0770 NOSUBR RTS
0780 ;
0790 ;FRO CONTAINS RESULT: STORE IN 'R'
0800 LOOPOK
0810 LOA RAOR
0820 STA FLPTR
0830 LOA RAOR + 1
0840 STA FLPTR + 1
0850 JSR FSTOP
0860 ;INCREMENT AAOR, BAOR & RAOR
0870 LOA DELTAA
0880 LOY #AAOR-PTRBASE;ADVANCE AAOR
0890 CLC
0900 JSR PTRADVANCE
0910 LOA DELTAB
0920 LOY #BAOR-PTRBASE;ADVANCE BAOR
0930 CLC
0940 JSR PTRADVANCEAGN
0950 LOA DELTAR
0960 LOY #RAOR-PTRBASE;ADVANCE RAOR
0970 CLC
0980 JSR PTRADVANCEAGN
0990 JSR OECLCOUNT ;DECR. LOOP COUNTER
1000 BNE LOOP ;RETURN FOR NEXT ITERATION
1010 JSR ERROR
1020 RTS
1030 ;
1040 ;EXIT FROM LOOP NO ERROR
1050 LOOPEXIT
1060 JSR NOERROR
1070 RTS
1080 ;
1090 ;
1100 ;
1110 ;CHECK RANK & MATCH OF DIMENSION LENGTHS.
1120 ;SET UP R'S HEADER & LOOP COUNT
1130 ;SET UP DELTAA, DELTAB & DELTAR
1140 ;INCR. AAOR, BAOR & RAOR PAST HEADERS
1150 LOOPSETUP NOP
1160 ;ASSIGN Z1 AS AAOR, Z2 AS BAOR
1170 LOA AAOR
1180 STA Z1
1190 LOA AAOR + 1
1200 STA Z1 + 1
1210 LOA BAOR
1220 STA Z2
1230 LOA BAOR + 1
1240 STA Z2 + 1
1250 ;TEST NO. OF DIMENSIONS FOR 'A'
1260 LOY #0
1270 LOA (Z1),Y
1280 BNE AVEC ; #DIMS > 0: A IS A VECTOR
1290 ;'A' IS A SCALAR: AREG 0
1300 STA DELTAA
1310 LOY #AAOR-PTRBASE;ADVANCE AAOR
1320 SEC ; PAST #DIMS (1 BYTE)
1330 JSR PTRADVANCE
1340 ;TEST NO. OF DIMENSIONS FOR 'B'
1350 LOY #0
1360 LOA (Z2),Y

```


9. Appendix III: ADDMULT0.ASM

```

1370 BEQ ABSCAL
1380 ;
1390 ;'B'=VECTOR, 'A'=SCALAR
1400 JMP BVECASCAL ;SEE MODULE COMMON0.ASM
1410 ;
1420 ;BOTH 'A' & 'B' ARE SCALAR. AREG=0
1430 ABSCAL
1440 STA DELTAB
1450 LDY #BADR-PTRBASE;ADVANCE BADR
1460 SEC ; PAST #DIMS (1 BYTE)
1470 JSR PTRADVANCE
1480 ;REASSIGN Z2 AS RADR
1490 LDA RADR
1500 STA Z2
1510 LDA RADR + 1
1520 STA Z2 + 1
1530 ;SET UP 'R' WITH SCALAR HEADER
1540 LDA #0
1550 STA DELTAR
1560 TAY ;AREG = YREG 0
1570 STA (Z2),Y ;'R' TO HAVE ZERO DIMS
1580 LDY #RADR-PTRBASE;ADVANCE RADR
1590 SEC ; PAST #OIMS (1 BYTE)
1600 JSR PTRADVANCEAGN
1610 ;'R' HAS SCALAR HDR. LOOPCOUNT <- 1
1620 LDA #1
1630 STA LCOUNT
1640 LDA #0
1650 STA LCOUNT + 1
1660 JSR NOERROR ;REPORT SUCCESS TO CALLER
1670 RTS ;END OF LOOPSETUP FOR SCALARS
1680 ;
1690 ;
1700 ;
1710 ;'A' IS A VECTOR. TEST 'B'S #DIMS
1720 AVEC
1730 ;Z1=AADR, Z2=BADR
1740 ;INCR. AADR PAST 'A' HEADER
1750 ;AREG 2 * NO. OF DIMS OF 'A'
1760 LDY #AAADR-PTRBASE;ADVANCE AADR PAST HDR
1770 SEC ;2 * NO. OF DIMS + 1
1780 JSR PTRADVANCE
1790 LDA #6
1800 STA DELTAA
1810 ;CHECK NO. OF DIMS FOR 'B'
1820 LDY #0
1830 LDA (Z2),Y
1840 BNE ABVEC ;BOTH 'A' & 'B' ARE VECTORS
1850 ;'B' IS A SCALAR BUT 'A' IS A VECTOR
1860 ;AREG=0 (#DIMS OF 'B')
1870 STA DELTAB
1880 LDY #BADR-PTRBASE;ADVANCE BADR
1890 SEC ; PAST #DIMS (1 BYTE)
1900 JSR PTRADVANCE
1910 JMP RVEC ;SEE MODULE COMMON0.ASM
1920 ;
1930 ;
1940 ;
1950 ;BOTH 'A' & 'B' ARE VECTORS
1960 ;Z1 AADR, Z2 BADR
1970 ;AREG 2 * NO. OF DIMS FOR 'B'
1980 ABVEC NOP
1990 ;COMPARE NO. OF DIMS FOR EACH VECTOR
2000 LDY #0
2010 LDA (Z2),Y
2020 CMP (Z1),Y
2030 BEQ DIMSEQUAL
2040 LDA #ERANKMISMATCH
2050 JSR ERROR
2060 RTS
2070 ;NOW COMPARE CORRESP. DIM LENGTHS
2080 DIMSEQUAL
2090 ;AREG 2 * NO. OF DIMS FOR 'A' & 'B'
2100 TAY
2110 DLCOMPARE NOP
2120 LDA (Z2),Y
2130 CMP (Z1),Y
2140 BEQ DLOK
2150 LDA #EDIMLENGTH ;MISMATCH OF DIM LENGTH
2160 JSR ERROR
2170 RTS
2180 DLOK
2190 DEY
2200 BNE DLCOMPARE ;GO BACK FOR NEXT DIM
2210 JMP REASSIGNZ1: SEE MODULE COMMON0.ASM
2220 ;
2230 ;

```

9. Appendix III: ADDMULT1.ASM

```

10 .PAGE "ADD/MULTIPLY MODULE -CASE 1- 10/04/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TD IMPLEMENT
60 ;ADDITION AND MULTIPLICATION OF SCALAR AND
70 ;VECTOR ARGUMENTS IN ALL COMBINATIONS.
80 ;CODE WHICH IS COMMON WITH THE SELECT FUNCT
90 ;PACKAGED SEPARATELY IN MODULE COMMON1.ASM.
100 ;
110 ;
120 ;
130 ;ARGS: AADR & BADR POINT TO 2 INPUT
    ARRAYS/SCALARS
140 ;     RADR WILL POINT TD THE RESULTANT
    ARRAY/SCALAR
150 ;     THE 4TH ARGUMENT IS SPARE
160 ;
170 ;
180 ;
190 ADD NOP
200 ;MOVE DYADIC ADD FUNCT CALL INTO LOOP
210 JSR TIMERON ;INITIALIZE TIMER
220 LDA #IADD & $FF
230 STA FUNCT + 1
240 LDA #IADD / $100
250 STA FUNCT + 2
260 JMP ADDMULCONT
270 ;
280 MULT NOP
290 ;MOVE DYADIC MULT FUNCT CALL INTO LOOP
300 JSR TIMERON ;INITIALIZE TIMER
310 LDA #IMUL & $FF
320 STA FUNCT + 1
330 LDA #IMUL / $100
340 STA FUNCT + 2
350 ;
360 ADDMULCONT
370 ;UNLOAD AND STORE ARGUMENTS
380 JSR UNLDADABRD
390 BCC ADDMULTOK
400 JMP TIMERDFF ;ERROR RTN: DUMPARGS
410 ;
420 ;EXAMINE RANK FIT & SET UP R'S HEADER
430 ;CALCULATE NUMBER OF LOOP ITERATIONS
440 ADDMULTOK
450 JSR LOOPSETUP
460 BCC ADDMULLOP
470 JMP TIMERDFF ; ERROR RETURN
480 ;EXECUTE LOOP LCOUNT NO. DF TIMES
490 ADDMULLOOP
500 JSR LOOPENTRY ;NO ERROR: PROCEED
510 JMP TIMERDFF ;EOK OR ERROR CODE IN RTNERR
520 ;
530 ;
540 ;MAIN LOOP FOR DYADIC CALCULATIONS
550 LDOPENTRY
560 ;TEST LDOP COUNTER: EXIT IF IT 0
570 JSR TSTLCOUNT
580 BEQ LDOPEXIT
590 LOOP NOP
600 ;SET UP THE 2 OPERANDS
610 LDA AADR
620 STA FLPTR
630 LDA AADR + 1
640 STA FLPTR + 1
650 JSR FLDOP
660 LDA BADR
670 STA FLPTR
0680 LDA BADR + 1
0690 STA FLPTR + 1
0700 JSR FLD1P
0710 ;CALL OPERATION (PREVIOUSLY LOADED)
0720 FUNCT JSR NOSUBR ;NOSUBR REPLACED
0730 BCC LOOPDK
0740 ;ERROR HANDLING
0750 LDA #EFPOUTOFRANGE
0760 JSR ERROR
0770 NOSUBR RTS
0780 ;
0790 ;FR0 CONTAINS RESULT: STORE IN 'R'
0800 LOOPDK
0810 LDA RADR
0820 STA FLPTR
0830 LDA RADR + 1
0840 STA FLPTR + 1
0850 JSR FSTOP
0860 ;INCREMENT AADR, BADR & RADR
0870 LDA DELTAA
0880 LDY #AAADR-PTRBASE;ADVANCE AADR
0890 CLC
0900 JSR PTRADVANCE
0910 LDA DELTAB
0920 LDY #BADR-PTRBASE;ADVANCE BADR
0930 CLC
0940 JSR PTRADVANCEAGN
0950 LDA DELTAR
0960 LDY #RADR-PTRBASE;ADVANCE RADR
0970 CLC
0980 JSR PTRADVANCEAGN
0990 JSR DECLCOUNT ;DECR. LOOP COUNTER
1000 BNE LOOP ;RETURN FOR NEXT ITERATION
1010 JSR ERROR
1020 RTS
1030 ;
1040 ;EXIT FROM LOOP NO ERROR
1050 LOOPEXIT
1060 JSR NOERRDR
1070 RTS
1080 ;
1090 ;
1100 ;
1110 ;CHECK RANK & MATCH OF DIMENSION LENGTHS.
1120 ;SET UP R'S HEADER & LOOP CDUNT
1130 ;SET UP DELTAA, DELTAB & DELTAR
1140 ;INCR. AADR, BADR & RADR PAST HEADERS
1150 LOPDSETUP NOP
1160 ;ASSIGN Z1 AS AADR, Z2 AS BADR
1170 LDA AADR
1180 STA Z1
1190 LDA AADR + 1
1200 STA Z1 + 1
1210 LDA BADR
1220 STA Z2
1230 LDA BADR + 1
1240 STA Z2 + 1
1250 ;TEST NO. OF DIMENSIONS FOR 'A'
1260 LDY #0
1270 LDA (Z1),Y
1280 BNE AVEC ; #DIMS > 0: A IS A VECTOR
1290 ;'A' IS A SCALAR; AREG 0
1300 STA DELTAA
1310 LDY #AAADR-PTRBASE;ADVANCE AADR
1320 SEC ; PAST #DIMS (1 BYTE)
1330 JSR PTRADVANCE
1340 ;TEST NO. OF DIMENSIONS FOR 'B'
1350 LDY #0
1360 LDA (Z2),Y

```

9. Appendix III: ADDMULT1.ASM

```

1370 BEQ ABSCAL
1380 ;
1390 ;'B'=VECTOR, 'A'=SCALAR
1400 JMP BVECASCAL ;SEE MODULE COMMON1.ASM
1410 ;
1420 ;BOTH 'A' & 'B' ARE SCALAR. AREG=0
1430 ABSCAL
1440 STA DELTAB
1450 LOY #BAOR-PTRBASE;ADVANCE BAOR
1460 SEC ; PAST #DIMS (1 BYTE)
1470 JSR PTRADVANCE
1480 ;REASSIGN Z2 AS RAOR
1490 LDA RAOR
1500 STA Z2
1510 LDA RAOR + 1
1520 STA Z2 + 1
1530 ;SET UP 'R' WITH SCALAR HEADER
1540 LDA #0
1550 STA DELTAR
1560 TAY ;AREG YREG 0
1570 STA (Z2),Y ;'R' TO HAVE ZERO DIMS
1580 LOY #RAOR-PTRBASE;ADVANCE RAOR
1590 SEC ; PAST #DIMS (1 BYTE)
1600 JSR PTRADVANCEAGN
1610 ;'R' HAS SCALAR HOR. LOOPCOUNT <- 1
1620 LDA #1
1630 STA LCOUNT
1640 LDA #0
1650 STA LCOUNT + 1
1660 JSR NOERROR ;REPORT SUCCESS TO CALLER
1670 RTS ;END OF LOOPSETUP FOR SCALARS
1680 ;
1690 ;
1700 ;
1710 ;'A' IS A VECTOR. TEST 'B'S #DIMS
1720 AVEC
1730 ;Z1=AAOR, Z2=BAOR
1740 ;INCR. AAOR PAST 'A' HEADER
1750 ;AREG 2 * NO. OF DIMS OF 'A'
1760 LOY #AAOR-PTRBASE;ADVANCE AAOR PAST HOR
1770 SEC ;2 * NO. OF DIMS + 1
1780 JSR PTRADVANCE
1790 LDA #6
1800 STA DELTAA
1810 ;CHECK NO. OF DIMS FOR 'B'
1820 LOY #0
1830 LDA (Z2),Y
1840 BNE ABVEC ;BOTH 'A' & 'B' ARE VECTORS
1850 ;'B' IS A SCALAR BUT 'A' IS A VECTOR
1860 ;AREG=0 (#DIMS OF 'B')
1870 STA DELTAB
1880 LOY #BAOR-PTRBASE;ADVANCE BAOR
1890 SEC ; PAST #DIMS (1 BYTE)
1900 JSR PTRADVANCE
1910 JMP RVEC ;SEE MODULE COMMON1.ASM
1920 ;
1930 ;
1940 ;
1950 ;BOTH 'A' & 'B' ARE VECTORS
1960 ;Z1 AAOR, Z2 BAOR
1970 ;AREG 2 * NO. OF DIMS FOR 'B'
1980 ABVEC NOP
1990 ;COMPARE NO. OF DIMS FOR EACH VECTOR
2000 LOY #0
2010 LDA (Z2),Y
2020 CMP (Z1),Y
2030 BEQ DIMSEQUAL
2040 LDA #ERANKMISMATCH
2050 JSR ERROR
2060 RTS
2070 ;NOW COMPARE CORRESP. DIM LENGTHS
2080 DIMSEQUAL
2090 ;AREG 2 * NO. OF DIMS FOR 'A' & 'B'
2100 TAY
2110 OLCOMPARE NOP
2120 LDA (Z2),Y
2130 CMP (Z1),Y
2140 BEQ OLOK
2150 LDA #EDIMLENGTH ;MISMATCH OF DIM LENGTH
2160 JSR ERROR
2170 RTS
2180 OLOK
2190 DEY
2200 BNE OLCOMPARE ;GO BACK FOR NEXT DIM
2210 JMP REASSIGNZ1; SEE MODULE COMMON1.ASM
2220 ;
2230 ;
2240 ;

```

9. Appendix IIII: ADDMULT2.ASM

```

10 .PAGE "ADD/MULTIPLY MODULE -CASE 2- 11/19/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;ADDITION AND MULTIPLICATION OF SCALAR AND
70 ;VECTOR ARGUMENTS IN ALL COMBINATIONS.
80 ;CODE WHICH IS COMMON WITH THE SELECT FUNCT.
90 ;PACKAGED SEPARATELY IN MODULE COMMON2.ASM.
0100 ;
0110 ;
0120 ;
0130 ;ARGS: AADR & BADR POINT TO 2 INPUT
    ARRAYS/SCALARS
0140 ;      RADR WILL POINT TO THE RESULTANT
    ARRAY/SCALAR
0150 ;      THE 4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 ADD NOP
0200 ;MOVE DYADIC ADD FUNCT CALL INTO LOOP
0210 JSR TIMERON ;INITIALIZE TIMER
0220 LDA #VADD & $FF
0230 STA FUNCT + 1
0240 LDA #VADD / $100
0250 STA FUNCT + 2
0260 JMP AODMULCONT
0270 ;
0280 MULT NOP
0290 ;MOVE DYADIC MULT FUNCT CALL INTO LOOP
0300 JSR TIMERON ;INITIALIZE TIMER
0310 LDA #VMUL & $FF
0320 STA FUNCT + 1
0330 LDA #VMUL / $100
0340 STA FUNCT + 2
0350 ;
0360 ADDMULCONT
0370 ;UNLOAD AND STORE ARGUMENTS
0380 JSR UNLOADABRD
0390 BCC ADDMULTOK
0400 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0410 ;
0420 ;EXAMINE RANK FIT & SET UP R'S HEADER
0430 ;CALCULATE NUMBER OF LOOP ITERATIONS
0440 ADDMULTOK
0450 JSR LOOPSETUP
0460 BCC ADDMULLOOP
0470 JMP TIMEROFF ; ERROR RETURN
0480 ;EXECUTE LOOP LCOUNT NO. OF TIMES
0490 ADDMULLOOP
0500 JSR LOOPENTRY ;NO ERROR: PROCEED
0510 JMP TIMEROFF ;EOK OR ERROR CODE IN RTNERR
0520 ;
0530 ;
0540 ;ELEMENT ADD ROUTINE CALLED FROM
0550 ; WITHIN DYADIC LOOP
0560 VADD
0570 JSR COERCE ;COERCE ARGS TO SAME TYPE
0580 BCS VERR ;EXIT UPON COERCE ERROR
0590 BEQ VADDFLT ;BOTH ARGS ARE FLOATING PT.
0600 JMP IADD ;BOTH ARGS ARE FIXED POINT
0610 ;
0620 VADDFLT
0630 JSR FADD ;FLOATING POINT ADD
0640 ;
0650 ;COMMON F.P. CODE FOR VADD AND VMUL
0660 VFPCOM
0670 BCS VERR ;F.P. FUNCTION ERROR

```

```

0680 LDA #FRO & $FF ;ATTEMPT TO CONVERT FLOATING
0690 STA FLPTR ; POINT RESULT TO FIXED POINT
0700 LDA #FRO / $100
0710 STA FLPTR + 1
0720 JSR FC ;IN MODULE CDMON2.ASM
0730 CLC ;IGNORE SUCCESS/FAILURE OF CONVERSION
0740 VERR
0750 RTS ;COMMON RETURN
0760 ;
0770 ;
0780 ;ELEMENT MULTIPLY ROUTINE CALLED FROM
0790 ; WITHIN DYADIC LOOP
0800 VMUL
0810 JSR COERCE ;COERCE ARGS TO SAME TYPE
0820 BCS VERR ;EXIT UPON COERCE ERROR
0830 BEQ VMULFLT ;BOTH ARGS ARE FLOATING PT.
0840 JMP IMUL ;BOTH ARGS ARE FIXED POINT
0850 ;
0860 VMULFLT
0870 JSR FMUL ;FLOATING POINT MULTIPLY
0880 JMP VFPCOM
0890 ;
0900 ;
0910 ;MAIN LOOP FOR DYADIC CALCULATIONS
0920 LOOPENTRY
0930 ;TEST LOOP COUNTER: EXIT IF IT 0
0940 JSR TSTLCOUNT
0950 BEQ LOOPEXIT
0960 LOOP NOP
0970 ;SET UP THE 2 OPERANDS
0980 LDA AADR
0990 STA FLPTR
1000 LDA AADR + 1
1010 STA FLPTR + 1
1020 JSR FLDOP
1030 LDA BADR
1040 STA FLPTR
1050 LDA BADR + 1
1060 STA FLPTR + 1
1070 JSR FLD1P
1080 ;CALL OPERATION (PREVIOUSLY LOADED)
1090 FUNCT JSR NOSUBR ;NOSUBR REPLACED
1100 BCC LOOPOK
1110 ;ERROR HANDLING
1120 LDA #EFPOUTOFRANGE
1130 JSR ERROR
1140 NOSUBR RTS
1150 ;
1160 ;FRO CONTAINS RESULT: STORE IN 'R'
1170 LOOPOK
1180 LDA RADR
1190 STA FLPTR
1200 LDA RAOR + 1
1210 STA FLPTR + 1
1220 JSR FSTOP
1230 ;INCREMENT AADR, BADR & RADR
1240 LDA OELTAA
1250 LDY #AAOR-PTRBASE;ADVANCE AAOR
1260 CLC
1270 JSR PTRADVANCE
1280 LDA DELTAA
1290 LDY #BADR-PTRBASE;ADVANCE BADR
1300 CLC
1310 JSR PTRADVANCEAGN
1320 LDA DELTAR
1330 LDY #RADR-PTRBASE;ADVANCE RADR
1340 CLC
1350 JSR PTRADVANCEAGN
1360 JSR DECLCOUNT ;DECR. LOOP COUNTER

```

9. Appendix III: ADDMULT2.ASM

```

1370 BNE LOOP ;RETURN FOR NEXT ITERATION
1380 JSR ERROR
1390 RTS
1400 ;
1410 ;EXIT FROM LOOP NO ERROR
1420 LOOPEXIT
1430 JSR NOERROR
1440 RTS
1450 ;
1460 ;
1470 ;
1480 ;CHECK RANK & MATCH OF DIMENSION LENGTHS.
1490 ;SET UP R'S HEADER & LOOP COUNT
1500 ;SET UP DELTAA, DELTAB & DELTAR
1510 ;INCR. AADR, BADR & RADR PAST HEADERS
1520 LOOPSETUP NOP
1530 ;ASSIGN Z1 AS AADR, Z2 AS BADR
1540 LDA AADR
1550 STA Z1
1560 LDA AADR + 1
1570 STA Z1 + 1
1580 LDA BADR
1590 STA Z2
1600 LDA BADR + 1
1610 STA Z2 + 1
1620 ;TEST NO. OF DIMENSIONS FOR 'A'
1630 LDY #0
1640 LDA (Z1),Y
1650 BNE AVEC ; #DIMS > 0: A IS A VECTOR
1660 ;'A' IS A SCALAR; AREG = 0
1670 STA DELTAA
1680 LDY #AADR-PTRBASE;ADVANCE AADR
1690 SEC ; PAST #OIMS (1 BYTE)
1700 JSR PTRADVANCE
1710 ;TEST NO. OF DIMENSIONS FOR 'B'
1720 LDY #0
1730 LDA (Z2),Y
1740 BEQ ABSCAL
1750 ;
1760 ;'B'=VECTOR, 'A'=SCALAR
1770 JMP BVECASCAL ;SEE MODULE COMMON2.ASM
1780 ;
1790 ;BOTH 'A' & 'B' ARE SCALAR. AREG=0
1800 ABSCAL
1810 STA DELTAB
1820 LDY #BADR-PTRBASE;ADVANCE BADR
1830 SEC ; PAST #DIMS (1 BYTE)
1840 JSR PTRADVANCE
1850 ;REASSIGN Z2 AS RADR
1860 LDA RADR
1870 STA Z2
1880 LDA RADR + 1
1890 STA Z2 + 1
1900 ;SET UP 'R' WITH SCALAR HEADER
1910 LDA #0
1920 STA DELTAR
1930 TAY ;AREG YREG 0
1940 STA (Z2),Y ;'R' TO HAVE ZERO DIMS
1950 LDY #RADR-PTRBASE;ADVANCE RADR
1960 SEC ; PAST #DIMS (1 BYTE)
1970 JSR PTRADVANCEAGN
1980 ;'R' HAS SCALAR HDR. LDOPCOUNT <- 1
1990 LDA #1
2000 STA LCOUNT
2010 LDA #0
2020 STA LCOUNT + 1
2030 JSR NOERROR ;REPORT SUCCESS TO CALLER
2040 RTS ;END OF LOOPSETUP FOR SCALARS
2050 ;

2060 ;
2070 ;
2080 ;'A' IS A VECTOR. TEST 'B'S #DIMS
2090 AVEC
2100 ;Z1=AAADR, Z2=BADR
2110 ;INCR. AADR PAST 'A' HEADER
2120 ;AREG 2 * NO. OF DIMS OF 'A'
2130 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
2140 SEC ; 2 * NO. OF DIMS + 1
2150 JSR PTRADVANCE
2160 LDA #6
2170 STA DELTAA
2180 ;CHECK NO. OF DIMS FOR 'B'
2190 LDY #0
2200 LDA (Z2),Y
2210 BNE ABVEC ;BOTH 'A' & 'B' ARE VECTORS
2220 ;'B' IS A SCALAR BUT 'A' IS A VECTOR
2230 ;AREG=0 (#DIMS OF 'B')
2240 STA DELTAB
2250 LDY #BADR-PTRBASE;ADVANCE BADR
2260 SEC ; PAST #DIMS (1 BYTE)
2270 JSR PTRADVANCE
2280 JMP RVEC ;SEE MODULE COMMON2.ASM
2290 ;
2300 ;
2310 ;
2320 ;BOTH 'A' & 'B' ARE VECTORS
2330 ;Z1 AADR, Z2 BADR
2340 ;AREG 2 * NO. OF DIMS FOR 'B'
2350 ABVEC NOP
2360 ;COMPARE NO. OF DIMS FOR EACH VECTOR
2370 LDY #0
2380 LDA (Z2),Y
2390 CMP (Z1),Y
2400 BEQ DIMSEQUAL
2410 LDA #ERANKMISMATCH
2420 JSR ERROR
2430 RTS
2440 ;NOW COMPARE CORRESP. DIM LENGTHS
2450 DIMSEQUAL
2460 ;AREG 2 * NO. OF DIMS FOR 'A' & 'B'
2470 TAY
2480 DLCOMPARE NOP
2490 LDA (Z2),Y
2500 CMP (Z1),Y
2510 BEQ DLOK
2520 LDA #EDIMLENGTH ;MISMATCH OF DIM LENGTH
2530 JSR ERROR
2540 RTS
2550 DLOK
2560 DEY
2570 BNE DLCOMPARE ;GO BACK FOR NEXT DIM
2580 JMP REASSIGNZ1; SEE MODULE COMMON2.ASM
2590 ;
2600 ;
2610 ;ROUTINE TO ENSURE THAT BOTH ARGS (IN FRO
2620 ;AND FR1) ARE OF THE SAME TYPE. IF
2630 ;EITHER IS FLOATING POINT, THE OTHER
2640 ;IS CONVERTED TO FLOATING POINT
2650 ;
2660 ;RETURNEL STATES:
2670 ; 'C' FLAG SET CONVERSION ERROR
2680 ; 'Z' FLAG SET BOTH ARGS FLOATING PT.
2690 ; 'Z' FLAG RESET BOTH ARGS FIXED PT.
2700 COERCE
2710 LDA FRO ;DOES FRO CONTAIN FIXED OR FLOATING PT?
2720 AND #$7F ;ISOLATE FLAG/EXPONENT
2730 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2740 BPL COERCEFR1 ;CHECK FR1 IS FLOATING PT TOO

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9. Appendix IIII: ADDMULT2.ASM

```
2750 LDA FR1 ;FRO IS FIXED POINT; CHECK FR1
2760 AND #$7F ;ISOLATE FLAG/EXPONENT
2770 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2780 BPL COERCEFRO ;MAKE FRO FLOATING PT TOO
2790 LDA #6 ;FRO & FR1 ARE BOTH FIXED POINT
2800 CLC ;NO ERROR
2810 RTS ;RETURN WITH Z-FLAG RESET
2820 ;
2830 ;FRO NEEDS TO BE CONVERTED TO FLOATING PT
2840 COERCEFRO
2850 JSR CF0
2860 BCC COERCEFLTEXTIT ;DONE IF NO ERROR
2870 COERCERR
2880 RTS ;ERROR RETURN, C-FLAG SET
2890 ;
2900 ;CHECK IF FR1 IS FLOATING POINT TOO
2910 COERCEFR1
2920 LDA FR1
2930 AND #$7F ;ISOLATE FLAG/EXPONENT
2940 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2950 BPL COERCEFLTEXTIT
2960 ;FR1 NEEDS TO BE CONVERTED TO FLOATING PT
2970 JSR CF1
2980 BCS COERCERR ;QUIT IF CONVERSION ERROR
2990 COERCEFLTEXTIT
3000 LDA #0 ;FLOATING RETURN; SET Z-FLAG
3010 CLC ;NO ERROR
3020 RTS
3030 ;
3040 ;
3050 ;
```

9. Appendix IIII: ADDMULT3.ASM

```

10 .PAGE "ADD/MULTIPLY MODULE -CASE 3- 12/23/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;ADDITION AND MULTIPLICATION OF SCALAR AND
70 ;VECTOR ARGUMENTS IN ALL 4 COMBINATIONS.
80 ;CODE WHICH IS COMMON WITH THE SELECT FUNCTION
90 ;IS PACKAGED SEPARATELY IN MODULE COMMON3.ASM.
0100 ;
0110 ;
0120 ;
0130 ;ARGS: AADR & BADR POINT TO 2 INPUT
ARRAYS/SCALARS
0140 ;      RADR WILL POINT TO THE RESULTANT
ARRAY/SCALAR
0150 ;      THE 4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 ADD NOP
0200 ;MOVE DYADIC ADD FUNCT CALL INTO LOOP
0210 JSR TIMERON ;INITIALIZE TIMER
0220 LDA #VADD & $FF
0230 STA FUNCT + 1
0240 LDA #VADD / $100
0250 STA FUNCT + 2
0260 JMP ADDMULCONT
0270 ;
0280 MULT NOP
0290 ;MOVE DYADIC MULT FUNCT CALL INTO LOOP
0300 JSR TIMERON ;INITIALIZE TIMER
0310 LDA #VMUL & $FF
0320 STA FUNCT + 1
0330 LDA #VMUL / $100
0340 STA FUNCT + 2
0350 ;
0360 ADDMULCONT
0370 ;UNLOAD AND STORE ARGUMENTS
0380 JSR UNLOADABRD
0390 BCC ADDMULTOK
0400 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0410 ;
0420 ;EXAMINE RANK FIT & SET UP R'S HEADER
0430 ;CALCULATE NUMBER OF LOOP ITERATIONS
0440 ADDMULTOK
0450 JSR LOOPSETUP
0460 BCC ADDMULLOOP
0470 JMP TIMEROFF ; ERROR RETURN
0480 ;EXECUTE LOOP LCOUNT NO. OF TIMES
0490 ADOMULLOOP
0500 JSR LOOPENTRY ;NO ERROR: PROCEED
0510 JMP TIMEROFF ;EOK OR ERROR CODE IN RTNERR
0520 ;
0530 ;
0540 ;ELEMENT ADD ROUTINE CALLED FROM
0550 ; WITHIN DYADIC LOOP
0560 VADD
0570 JSR COERCE ;COERCE ARGS TO SAME TYPE
0580 BCS VERR ;EXIT UPON COERCE ERROR
0590 BEQ ADDFLT ;BOTH ARGS ARE FLOATING PT.
0600 JMP IADD ;BOTH ARGS ARE FIXED POINT
0610 ;
0620 VADDFLT
0630 JSR FADD ;FLOATING POINT ADD
0640 ;
0650 ;COMMON F.P. CODE FOR VADD AND VMUL
0660 VFPCOM
0670 BCS VERR ;F.P. FUNCTION ERROR

0680 LDA #FRO & $FF ;ATTEMPT TO CONVERT FLOATING
0690 STA FLPTR ; POINT RESULT TO FIXED POINT
0700 LDA #FRO / $100
0710 STA FLPTR + 1
0720 JSR FC ;IN MODULE COMMON3.ASM
0730 CLC ;IGNORE SUCCESS/FAILURE OF CONVERSION
0740 VERR
0750 RTS ;COMMON RETURN
0760 ;
0770 ;
0780 ;ELEMENT MULTIPLY ROUTINE CALLED FROM
0790 ; WITHIN DYADIC LOOP
0800 VMUL
0810 JSR COERCE ;COERCE ARGS TO SAME TYPE
0820 BCS VERR ;EXIT UPON COERCE ERROR
0830 BEQ VMULFLT ;BOTH ARGS ARE FLOATING PT.
0840 JMP IMUL ;BOTH ARGS ARE FIXED POINT
0850 ;
0860 VMULFLT
0870 JSR FMUL ;FLOATING POINT MULTIPLY
0880 JMP VFPCOM
0890 ;
0900 ;
0910 ;MAIN LOOP FOR DYADIC CALCULATIONS
0920 LOOPENTRY
0930 ;TEST LOOP COUNTER: EXIT IF IT 0
0940 JSR TSTLCOUNT
0950 BEQ LOOPEXIT
0960 LOOP NOP
0970 ;SET UP THE 2 OPERANDS
0980 LDA AAOR
0990 STA FLPTR
1000 LDA AADR + 1
1010 STA FLPTR + 1
1020 JSR LDOA ;(FLPTR) -> FRO, SET OELTAA
1030 LDA BADR
1040 STA FLPTR
1050 LDA BADR + 1
1060 STA FLPTR + 1
1070 JSR LD1B ;(FLPTR) -> FR1, SET DELTAB
1080 ;CALL OPERATION (PREVIOUSLY LOADED)
1090 FUNCT JSR NOSUBR ;NOSUBR REPLACED
1100 BCC LOOPOK
1110 ;ERROR HANDLING
1120 LDA #EFPOUTOFRANGE
1130 JSR ERROR
1140 NOSUBR RTS
1150 ;
1160 ;FRO CONTAINS RESULT: STORE IN 'R'
1170 LOOPOK
1180 LDA RADR
1190 STA FLPTR
1200 LDA RADR + 1
1210 STA FLPTR + 1
1220 JSR STOR ;FRO -> (FLPTR), SET OELTAR
1230 ;INCREMENT AADR, BADR & RADR
1240 LDA DELTAA
1250 AND SCALASW
1260 LDY #AADR-PTRBASE;ADVANCE AADR
1270 CLC
1280 JSR PTRADVANCE
1290 LDA DELTAB
1300 AND SCALBSW
1310 LOY #BADR-PTRBASE;ADVANCE BADR
1320 CLC
1330 JSR PTRAOVANCEAGN
1340 LDA DELTAR
1350 LDY #RADR-PTRBASE;AOVANCE RADR
1360 CLC

```

9. Appendix III: ADDMULT3.ASM

```

1370 JSR PTRADVANCEAGN
1380 JSR DECLCOUNT ;DECR. LOOP COUNTER
1390 BNE LLOOP ;RETURN FOR NEXT ITERATION
1400 JSR ERROR
1410 RTS
1420 ;
1430 ;EXIT FROM LLOOP NO ERROR
1440 LDDPEXIT
1450 JSR NOERRDR
1460 RTS
1470 ;
1480 ;
1490 ;
1500 ;CHECK RANK & MATCH OF DIMENSION LENGTHS.
1510 ;SET UP R'S HEADER & LOOP COUNT
1520 ;SET UP SCALASW, SCALBSW & DELTAR
1530 ;INCR. AADR, BADR & RADR PAST HEADERS
1540 LDDPSETUP NOP
1550 ;ASSIGN Z1 AS AADR, Z2 AS BADR
1560 LDA AADR
1570 STA Z1
1580 LDA AADR + 1
1590 STA Z1 + 1
1600 LDA BADR
1610 STA Z2
1620 LDA BADR + 1
1630 STA Z2 + 1
1640 ;TEST NO. OF DIMENSIONS FOR 'A'
1650 LDY #0
1660 LDA (Z1),Y
1670 BNE AVEC ; #DIMS > 0: A IS A VECTOR
1680 ; 'A' IS A SCALAR; AREG = 0
1690 STA SCALASW
1700 LDY #AAADR-PTRBASE;ADVANCE AADR
1710 SEC ; PAST #DIMS (1 BYTE)
1720 JSR PTRADVANCE
1730 ;TEST NO. OF DIMENSIONS FOR 'B'
1740 LDY #0
1750 LDA (Z2),Y
1760 BEQ ABSCAL
1770 ;
1780 ; 'B'=VECTDR, 'A'=SCALAR
1790 JMP BVECASCAL ;SEE MODULE COMMON3.ASM
1800 ;
1810 ;BOTH 'A' & 'B' ARE SCALAR. AREG=0
1820 ABSCAL
1830 STA SCALBSW
1840 LDY #BADR-PTRBASE;ADVANCE BADR
1850 SEC ; PAST #DIMS (1 BYTE)
1860 JSR PTRADVANCE
1870 ;REASSIGN Z2 AS RADR
1880 LDA RADR
1890 STA Z2
1900 LDA RADR + 1
1910 STA Z2 + 1
1920 ;SET UP 'R' WITH SCALAR HEADER
1930 LDA #0
1940 STA DELTAR
1950 TAY ;AREG YREG = 0
1960 STA (Z2),Y ; 'R' TO HAVE ZERO DIMS
1970 LDY #RADR-PTRBASE;ADVANCE RADR
1980 SEC ; PAST #DIMS (1 BYTE)
1990 JSR PTRADVANCEAGN
2000 ; 'R' HAS SCALAR HDR. LOOPCOUNT <- 1
2010 LDA #1
2020 STA LCOUNT
2030 LDA #0
2040 STA LCOUNT + 1
2050 JSR NOERRDR ;REPORT SUCCESS TO CALLER

2060 RTS ;END OF LOOPSETUP FOR SCALARS
2070 ;
2080 ;
2090 ;
2100 ; 'A' IS A VECTOR. TEST 'B'S #DIMS
2110 AVEC
2120 ;Z1=AAADR, Z2=BADR
2130 ;INCR. AADR PAST 'A' HEADER
2140 ;AREG = 2 * NO. OF DIMS OF 'A'
2150 LDY #AAADR-PTRBASE;ADVANCE AADR PAST HDR
2160 SEC ; 2 * NO. OF DIMS + 1
2170 JSR PTRADVANCE
2180 LDA #7
2190 STA SCALASW
2200 ;CHECK NO. OF DIMS FOR 'B'
2210 LDY #0
2220 LDA (Z2),Y
2230 BNE ABVEC ;BOTH 'A' & 'B' ARE VECTORS
2240 ; 'B' IS A SCALAR BUT 'A' IS A VECTOR
2250 ;AREG=0 (#DIMS OF 'B')
2260 STA SCALBSW
2270 LDY #BADR-PTRBASE;ADVANCE BADR
2280 SEC ; PAST #DIMS (1 BYTE)
2290 JSR PTRADVANCE
2300 JMP RVEC ;SEE MODULE COMMON3.ASM
2310 ;
2320 ;
2330 ;
2340 ;BOTH 'A' & 'B' ARE VECTORS
2350 ;Z1 AADR, Z2 BADR
2360 ;AREG = 2 * NO. OF DIMS FOR 'B'
2370 ABVEC NOP
2380 ;COMPARE NO. OF DIMS FOR EACH VECTOR
2390 LDY #0
2400 LDA (Z2),Y
2410 CMP (Z1),Y
2420 BEQ DIMSEQUAL
2430 LDA #ERANKMISMATCH
2440 JSR ERROR
2450 RTS
2460 ;NOW COMPARE CORRESP. DIM LENGTHS
2470 DIMSEQUAL
2480 ;AREG = 2 * NO. OF DIMS FOR 'A' & 'B'
2490 TAY
2500 DLCOMPARE NOP
2510 LDA (Z2),Y
2520 CMP (Z1),Y
2530 BEQ DLOK
2540 LDA #EDIMLENGTH ;MISMATCH OF DIM LENGTH
2550 JSR ERROR
2560 RTS
2570 DLDK
2580 DEY
2590 BNE DLCOMPARE ;GO BACK FOR NEXT DIM
2600 JMP REASSIGNZ1; SEE MODULE COMMON3.ASM
2610 ;
2620 ;
2630 ;ROUTINE TO ENSURE THAT BOTH ARGS (IN FROM
2640 ;AND FROM) ARE OF THE SAME TYPE. IF
2650 ;EITHER IS FLOATING POINT, THE OTHER
2660 ;IS CONVERTED TO FLOATING POINT
2670 ;
2680 ;RETURNED STATES:
2690 ; 'C' FLAG SET CONVERSION ERROR
2700 ; 'Z' FLAG SET BOTH ARGS - FLOATING PT.
2710 ; 'Z' FLAG RESET BOTH ARGS FIXED PT
2720 COERCE
2730 LDA FROM ;DOES FROM CONTAIN FIXED OR FLOATING PT?
2740 AND #$7F ;ISOLATE FLAG/EXPONENT

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9. Appendix III: ADDMULT3.ASM

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2750 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2760 BPL COERCEFR1 ;CHECK FR1 IS FLOATING PT TOO
2770 LDA FR1 ;FR0 IS FIXED POINT; CHECK FR1
2780 AND #$7F ;ISOLATE FLAG/EXPONENT
2790 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2800 BPL COERCEFR0 ;MAKE FR0 FLOATING PT TOO
2810 LDA #6 ;FR0 & FR1 ARE BOTH FIXED POINT
2820 CLC ;NO ERROR
2830 RTS ;RETURN WITH Z-FLAG RESET
2840 ;
2850 ;FR0 NEEDS TO BE CONVERTED TO FLOATING PT
2860 COERCEFR0
2870 JSR CFO
2880 BCC COERCEFLTEXTIT ;DONE IF NO ERROR
2890 COERCERR
2900 RTS ;ERROR RETURN, C-FLAG SET
2910 ;
2920 ;CHECK IF FR1 IS FLOATING POINT TOO
2930 COERCEFR1
2940 LDA FR1
2950 AND #$7F ;ISOLATE FLAG/EXPONENT
2960 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2970 BPL COERCEFLTEXTIT
2980 ;FR1 NEEDS TO BE CONVERTED TO FLOATING PT
2990 JSR CF1
3000 BCS COERCERR ;QUIT IF CONVERSION ERROR
3010 COERCEFLTEXTIT
3020 LDA #0 ;FLOATING RETURN; SET Z-FLAG
3030 CLC ;NO ERROR
3040 RTS
3050 ;
3060 ;
3070 ;ROUTINE TO LOAD INDIVIDUAL ELEMENTS
3080 ;FROM ARRAY POINTED TO BY FLPTR INTO
3090 ;FR0. VARIABLE LENGTH INTEGER ELEMENTS
3100 ;ARE AUTOMATICALLY STRETCHED TO 6-BYTE
3110 ;CASE-1 FORMAT AND DELTAA IS INITIALIZED.
3120 LDOA
3130 LDY #0
3140 LDA (FLPTR),Y ;GET FIRST BYTE
3150 TAX ;SAVE IT IN XREG
3160 AND #$7F ;SELECT BYTE COUNT
3170 CMP #7 ;>6 MEANS FLOATING POINT
3180 BMI LDOAINT ; ELSE IT'S AN INTEGER
3190 LDA #6 ;IT'S FLOATING POINT:
3200 STA DELTAA ;SET DELTAA TO 6 BYTES
3210 JMP FLDOP ;USE O.S. LOAD FR0 ROUTINE
3220 ;
3230 ;AREG CONTAINS 0, 1 OR BYTE COUNT
3240 LDOAINT
3250 TAY ;SAVE BYTE COUNT
3260 TXA ;RETRIEVE ELEMENT 1ST BYTE
3270 AND #$80 ;ISOLATE SIGN BIT
3280 STA FR0 ; AND STORE
3290 CPY #2 ;IS IT A BYTE COUNT?
3300 BMI LDOASPECIAL ;0 OR 1 SPECIAL CASE
3310 ;
3320 ;SET UP LOOP TO TRANSFER ELEMENT
3330 STY DELTAA ;BYTE COUNT
3340 DEY ;CALC. OFFSET OF LAST BYTE
3350 LDX #5 ;LAST INDEX INTO FR0
3360 LDOALLOOP
3370 LDA (FLPTR),Y ;GET NEXT BYTE
3380 STA FR0,X ; AND STORE IN FR0
3390 DEX ;BACK UP X & Y ONE POSITION
3400 DEY
3410 BNE LDOALLOOP ;GO BACK FOR NEXT
3420 ;
3430 ;ELEMENT BYTES TRANSFERED INTO FR0:
3440 ;NOW FILL FR0 WITH LEADING ZEROS, IF ANY.
3450 TXA ;TEST X VALUE
3460 BEQ LDOAEXIT ;IF 0, WE'RE DONE
3470 LDOAO
3480 LDA #0
3490 LDOAOLLOOP
3500 STA FR0,X
3510 DEX
3520 BNE LDOAOLLOOP
3530 LDOAEXIT
3540 RTS ;SUCCESSFUL EXIT
3550 ;
3560 ;SPECIAL CASE: 0 & +/- 1 USE ONLY
3570 ;ONE BYTE: YREG CONTAINS THE VALUE
3580 LDOASPECIAL
3590 STY FR0+5 ;STORE VALUE IN L.S.BYTE
3600 LDA #1 ;SET DELTAA TO 1 BYTE
3610 STA DELTAA
3620 LDX #4 ;SET UP FOR 4 LEADING 0'S
3630 JMP LDOAO ; AND FILL THEM IN
3640 ;
3650 ;
3660 ;ROUTINE TO LOAD INDIVIDUAL ELEMENTS
3670 ;FROM ARRAY POINTED TO BY FLPTR INTO
3680 ;FR1. VARIABLE LENGTH INTEGER ELEMENTS
3690 ;ARE AUTOMATICALLY STRETCHED TO 6-BYTE
3700 ;CASE-1 FORMAT AND DELTAB IS INITIALIZED.
3710 LD1B
3720 LDY #0
3730 LDA (FLPTR),Y ;GET FIRST BYTE
3740 TAX ;SAVE IT IN XREG
3750 AND #$7F ;SELECT BYTE COUNT
3760 CMP #7 ;>6 MEANS FLOATING POINT
3770 BMI LD1BINT ; ELSE IT'S AN INTEGER
3780 LDA #6 ;IT'S FLOATING POINT:
3790 STA DELTAB ;SET DELTAB TO 6 BYTES
3800 JMP FLD1P ;USE O.S. LOAD FR1 ROUTINE
3810 ;
3820 ;AREG CONTAINS 0, 1 OR BYTE COUNT
3830 LD1BINT
3840 TAY ;SAVE BYTE COUNT
3850 TXA ;RETRIEVE ELEMENT 1ST BYTE
3860 AND #$80 ;ISOLATE SIGN BIT
3870 STA FR1 ; AND STORE
3880 CPY #2 ;IS IT A BYTE COUNT?
3890 BMI LD1BSPECIAL ;0 OR 1 SPECIAL CASE
3900 ;
3910 ;SET UP LOOP TO TRANSFER ELEMENT
3920 STY DELTAB ;BYTE COUNT
3930 DEY ;CALC. OFFSET OF LAST BYTE
3940 LDX #5 ;LAST INDEX INTO FR1
3950 LD1BLOOP
3960 LDA (FLPTR),Y ;GET NEXT BYTE
3970 STA FR1,X ; AND STORE IN FR1
3980 DEX ;BACK UP X & Y ONE POSITION
3990 DEY
4000 BNE LD1BLOOP ;GO BACK FOR NEXT
4010 ;
4020 ;ELEMENT BYTES TRANSFERED INTO FR1:
4030 ;NOW FILL FR1 WITH LEADING ZEROS, IF ANY.
4040 TXA ;TEST X VALUE
4050 BEQ LD1BEXIT ;IF 0, WE'RE DONE
4060 LD1B0
4070 LDA #0
4080 LD1B0LOOP
4090 STA FR1,X
4100 DEX
4110 BNE LD1B0LOOP
4120 LD1BEXIT

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9. Appendix III: ADDMULT3.ASM

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4130 RTS ;SUCCESSFUL EXIT
4140 ;
4150 ;SPECIAL CASE: 0 & +/- 1 USE ONLY
4160 ;ONE BYTE: YREG CONTAINS THE VALUE
4170 LO1BSPECIAL
4180 STY FR1+5 ;STORE VALUE IN L.S.BYTE
4190 LOA #1 ;SET OELTAB TO 1 BYTE
4200 STA OELTAB
4210 LOX #4 ;SET UP FOR 4 LEADING 0'S
4220 JMP LO1B0 ; AND FILL THEM IN
4230 ;
4240 ;
4250 ;ROUTINE TO STORE INDIVIDUAL ELEMENTS
4260 ;FROM FRO INTO ARRAY POINTED TO BY
4270 ;FLPTR. LEADING 0'S IN SHORT INTEGERS
4280 ;ARE AUTOMATICALLY EXPUNGED, RESULTING
4290 ;IN A VARIABLE LENGTH CASE-3 INTEGER
4300 ;FORMAT. BYTE COUNT IS INSERTED INTO
4310 ;INTO FIRST BYTE (AFTER SIGN), AND
4320 ;OELTAR IS SET.
4330 STOR
4340 LOA FRO ;CHECK WHETHER FRO CONTAINS
4350 AND #$7F ; FLOATING POINT
4360 BEQ STORINT
4370 LOA #6 ;FLOATING POINT, ALL RIGHT
4380 STA OELTAR ;SET OELTAR AND USE
4390 JMP FSTOP ; O.S. STORE FRO ROUTINE
4400 ;
4410 ;FRO CONTAINS A CASE-1 INTEGER
4420 STORINT
4430 LOX #1 ;SEARCH & SKIP LEADING 0'S
4440 STORLOOP
4450 LOA FRO,X ;GET NEXT BYTE
4460 BNE STORNONO ;FOUND A NON-ZERO BYTE
4470 INX ;NEXT POSITION
4480 CPX #6 ;EXHAUSTED ALL OF FRO?
4490 BMI STORLOOP ;IF NOT GO BACK FOR NEXT
4500 ;
4510 ;FRO CONTAINS EITHER 0 OR +/- 1
4520 ;STORE AS A ONE-BYTE ELEMENT
4530 STORSPECIAL
4540 LOY #0
4550 STA (FLPTR),Y ;STORE VALUE FROM AREG
4560 INY ;YREG <- 1
4570 STY OELTAR ;SET UP OELTAR TO 1 BYTE
4580 RTS ;SUCCESSFUL EXIT
4590 ;
4600 ;FRO PROBABLY CONTAINS MULTIBYTE INTEGER
4610 ;CHECK FOR +/- 1 SPECIAL CASE
4620 STORNONO
4630 CPX #5 ;LAST BYTE?
4640 BNE STORMULTI
4650 CMP #1 ;LAST BYTE VALUE = 1?
4660 BNE STORMULTI
4670 ORA FRO ;SPECIAL CASE: ADD SIGN BIT
4680 JMP STORSPECIAL ;AND STORE +/- 1
4690 ;
4700 ;FRO DEFINITELY CONTAINS MULTIBYTE INTEGER
4710 ;RESERVE SPACE FOR SIGN/BYTE COUNT
4720 ;AND STORE DIGITS IN (FLPTR)
4730 STORMULTI
4740 LOY #1 ;RESERVE ZEROth BYTE
4750 STORLOOP
4760 STA (FLPTR),Y ;STORE NEXT BYTE
4770 INX ;NEXT POSITION IN FRO
4780 CPX #6 ;DONE WITH LAST BYTE?
4790 BPL STOREXIT
4800 INY ;NO: SET UP NEXT ARRAY POSITION
4810 LOA FRO,X ;GET NEXT BYTE
4820 JMP STORLOOP ;GO BACK TO STORE IT
4830 ;
4840 ;ALL BYTES EXCEPT LEADING BYTE ARE STORED
4850 ;YREG HAS OFFSET OF LAST BYTE STORED
4860 STOREXIT
4870 INY ;CALC. TOTAL BYTE COUNT
4880 STY OELTAR ; AND SET OELTAR
4890 TYA ;TOTAL BYTE COUNT
4900 ORA FRO ;FILL IN SIGN BIT
4910 LOY #0 ; AND STORE AT ZEROth POSITION
4920 STA (FLPTR),Y
4930 RTS ;SUCCESSFUL EXIT
4940 ;
4950 ;
4960 ;

```

9. Appendix III: ADDMULT4.ASM

```
10 .PAGE "ADD/MULTIPLY MODULE -CASE 4- 1/22/84"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;ADDITION AND MULTIPLICATION OF SCALAR AND
70 ;VECTOR ARGUMENTS IN ALL 4 COMBINATIONS.
80 ;CODE WHICH IS COMMON WITH THE SELECT FUNCTION
90 ;IS PACKAGED SEPARATELY IN MODULE COMMON4.ASM.
0100 ;
0110 ;
0120 ;
0130 ;ARGS: AADR & BADR POINT TO 2 INPUT
ARRAYS/SCALARS
0140 ;      RADR WILL POINT TO THE RESULTANT
ARRAY/SCALAR
0150 ;      THE 4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 ADD NOP
0200 ;MOVE DYADIC ADD FUNCT CALL INTO LOOP
0210 JSR TIMERON ;INITIALIZE TIMER
0220 LDA #VADD & $FF
0230 STA FUNCT + 1
0240 LDA #VADD / $100
0250 STA FUNCT + 2
0260 JMP ADDMULCONT
0270 ;
0280 MULT NOP
0290 ;MOVE DYADIC MULT FUNCT CALL INTO LOOP
0300 JSR TIMERDN ;INITIALIZE TIMER
0310 LDA #VMUL & $FF
0320 STA FUNCT + 1
0330 LDA #VMUL / $100
0340 STA FUNCT + 2
0350 ;
0360 ADDMULCONT
0370 ;UNLOAD AND STORE ARGUMENTS
0380 JSR UNLOADABRD
0390 BCC ADDMULTOK
0400 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0410 ;
0420 ;EXAMINE RANK FIT & SET UP R'S HEADER
0430 ;CALCULATE NUMBER OF LOOP ITERATIONS
0440 ADDMULTOK
0450 JSR LOOPSETUP
0460 BCC ADDMULLOOP
0470 JMP TIMEROFF ; ERROR RETURN
0480 ;EXECUTE LOOP LCOUNT NO. OF TIMES
0490 ADDMULLOOP
0500 JSR LOOPENTRY ;NO ERROR: PROCEED
0510 JMP TIMEROFF ;EDK OR ERROR CODE IN RTNERR
0520 ;
0530 ;
0540 ;ELEMENT ADD ROUTINE CALLED FROM
0550 ; WITHIN DYADIC LOOP
```

```
0560 VADD
0570 JSR COERCE ;COERCE ARGS TO SAME TYPE
0580 BCS VERR ;EXIT UPON COERCE ERROR
0590 BEQ VADDFLT ;BOTH ARGS ARE FLOATING PT.
0600 JMP IADD ;BOTH ARGS ARE FIXED POINT
0610 ;
0620 VADDFLT
0630 JSR FADD ;FLOATING POINT ADD
0640 ;
0650 ;COMMON F.P. CODE FOR VADD AND VMUL
0660 VFPCOM
0670 BCS VERR ;F.P. FUNCTION ERROR
0680 LDA #FRO & $FF ;ATTEMPT TO CONVERT FLOATING
0690 STA FLPTR ; POINT RESULT TO FIXED POINT
0700 LDA #FRO / $100
0710 STA FLPTR + 1
0720 JSR FC ;IN MODULE COMMON4.ASM
0730 CLC ;IGNORE SUCCESS/FAILURE OF CONVERSION
0740 VERR
0750 RTS ;COMMON RETURN
0760 ;
0770 ;
0780 ;ELEMENT MULTIPLY ROUTINE CALLED FROM
0790 ; WITHIN DYADIC LOOP
0800 VMUL
0810 JSR COERCE ;COERCE ARGS TO SAME TYPE
0820 BCS VERR ;EXIT UPON COERCE ERROR
0830 BEQ VMULFLT ;BOTH ARGS ARE FLOATING PT.
0840 JMP IMUL ;BOTH ARGS ARE FIXED POINT
0850 ;
0860 VMULFLT
0870 JSR FMUL ;FLOATING POINT MULTIPLY
0880 JMP VFPCOM
0890 ;
0900 ;
0910 ;MAIN LOOP FOR DYADIC CALCULATIONS
0920 LODPENTRY
0930 ;TEST LOOP COUNTER: EXIT IF IT 0
0940 JSR TSTLCOUNT
0950 BEQ LODPEXIT
0960 LDOP NOP
0970 ;SET UP THE 2 OPERANDS
0980 LDA AADR
0990 STA FLPTR
1000 LDA AADR + 1
1010 STA FLPTR + 1
1020 JSR LDOA ;((FLPTR)) -> FRO, SET DELTAA
1030 LDA BADR
1040 STA FLPTR
1050 LDA BADR + 1
1060 STA FLPTR + 1
1070 JSR LD1B ;((FLPTR)) -> FR1, SET DELTAB
1080 ;CALL OPERATION (PREVIOUSLY LOADED)
1090 FUNCT JSR NOSUBR ;NOSUBR REPLACED
1100 BCC LODPODK
1110 ;ERROR HANDLING
1120 LDA #EFPDOUTOFRANGE
```

9. Appendix IIII: ADDMULT4.ASM

```
1130 JSR ERRDR
1140 NOSUBR RTS
1150 ;
1160 ;FRO CONTAINS RESULT: STORE IN 'R'
1170 LODPOK
1180 LDA RADR
1190 STA FLPTR
1200 LDA RADR + 1
1210 STA FLPTR + 1
1220 JSR STORD ;FRO -> ((FLPTR)), SET DELTAR
1230 ;INCREMENT AADR, BADR & RADR
1240 LDA DELTAD
1250 AND SCALASW
1260 LDY #AADR-PTRBASE;ADVANCE AADR
1270 CLC
1280 JSR PTRADVANCE
1290 LDA DELTAD
1300 AND SCALBSW
1310 LDY #BADR-PTRBASE;ADVANCE BADR
1320 CLC
1330 JSR PTRADVANCEAGN
1340 LDA DELTAR
1350 LDY #RADR-PTRBASE;ADVANCE RADR
1360 CLC
1370 JSR PTRADVANCEAGN
1380 LDA DELTAD
1390 LDY #DADR-PTRBASE;ADVANCE DADR
1400 CLC
1410 JSR PTRADVANCEAGN
1420 JSR DECLCUNT ;DECR. LODP COUNTER
1430 BNE LODP ;RETURN FOR NEXT ITERATION
1440 JSR ERRDR
1450 RTS
1460 ;
1470 ;EXIT FROM LODP NO ERRDR
1480 LODPEXIT
1490 JSR NDERRDR
1500 RTS
1510 ;
1520 ;
1530 ;
1540 ;CHECK RANK & MATCH OF DIMENSION LENGTHS.
1550 ;SET UP R'S HEADER & LODP COUNT
1560 ;SET UP SCALASW, SCALBSW & DELTAR
1570 ;INCR. AADR, BADR & RADR PAST HEADERS
1580 LODPSETUP NDP
1590 ;ASSIGN Z1 AS AADR, Z2 AS BADR
1600 LDA AADR
1610 STA Z1
1620 LDA AADR + 1
1630 STA Z1 + 1
1640 LDA BADR
1650 STA Z2
1660 LDA BADR + 1
1670 STA Z2 + 1
1680 ;TEST NO. OF DIMENSIONS FOR 'A'
1690 LDY #0
1700 LDA (Z1),Y
1710 BNE AVEC ; #DIMS > 0: A IS A VECTOR
1720 ;'A' IS A SCALAR; AREG 0
1730 STA SCALASW
1740 LDY #AADR-PTRBASE;ADVANCE AADR
1750 SEC ; PAST #DIMS (1 BYTE)
1760 JSR PTRADVANCE
1770 ;TEST NO. OF DIMENSIONS FOR 'B'
1780 LDY #0
1790 LDA (Z2),Y
1800 BEQ ABSCAL
1810 ;
1820 ;'B'=VECTOR, 'A'=SCALAR
1830 JMP BVECASCAL ;SEE MODULE COMMON4.ASM
1840 ;
1850 ;BOTH 'A' & 'B' ARE SCALAR. AREG=0
1860 ABSCAL
1870 STA SCALBSW
1880 LDY #BADR-PTRBASE;ADVANCE BADR
1890 SEC ; PAST #DIMS (1 BYTE)
1900 JSR PTRADVANCE
1910 ;REASSIGN Z2 AS RADR
1920 LDA RADR
1930 STA Z2
1940 LDA RADR + 1
1950 STA Z2 + 1
1960 ;SET UP 'R' WITH SCALAR HEADER
1970 LDA #0
1980 STA DELTAR
1990 TAY ;AREG YREG 0
2000 STA (Z2),Y ;'R' TO HAVE ZERO DIMS
2010 LDY #RADR-PTRBASE;ADVANCE RADR
2020 SEC ; PAST #DIMS (1 BYTE)
2030 JSR PTRADVANCEAGN
2040 ;'R' HAS SCALAR HDR. LODPCOUNT <- 1
2050 LDA #1
2060 STA LCDUNT
2070 LDA #0
2080 STA LCDUNT + 1
2090 ;SET DADR & DELTAD, OFFSET RADR
2100 JSR SETDR ;IN MODULE COMMON4.ASM
2110 JSR NDERRDR ;REPORT SUCCESS TO CALLER
2120 RTS ;END OF LODPSETUP FOR SCALARS
2130 ;
2140 ;
2150 ;
2160 ;'A' IS A VECTOR. TEST 'B'S #DIMS
2170 AVEC
2180 ;Z1=AAADR, Z2=BAADR
2190 ;INCR. AADR PAST 'A' HEADER
2200 ;AREG 2 * NO. OF DIMS OF 'A'
2210 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
2220 SEC ;2 * NO. OF DIMS + 1
2230 JSR PTRADVANCE
2240 LDA #7
2250 STA SCALASW
2260 ;CHECK NO. OF DIMS FOR 'B'
```

9. Appendix III: ADDMULT4.ASM

```

2270 LOY #0
2280 LOA (Z2),Y
2290 BNE ABVEC ;BOTH 'A' & 'B' ARE VECTORS
2300 ;'B' IS A SCALAR BUT 'A' IS A VECTOR
2310 ;AREG=0 (#OIMS OF 'B')
2320 STA SCALBSW
2330 LOY #BAOR-PTBASE;AOVANCE BAOR
2340 SEC ; PAST #OIMS (1 BYTE)
2350 JSR PTRADVANCE
2360 JMP RVEC ;SEE MODULE COMMON4.ASM
2370 ;
2380 ;
2390 ;
2400 ;BOTH 'A' & 'B' ARE VECTORS
2410 ;Z1 = AAOR, Z2 BAOR
2420 ;AREG = 2 * NO. OF OIMS FOR 'B'
2430 ABVEC NOP
2440 ;COMPARE NO. OF OIMS FOR EACH VECTOR
2450 LOY #0
2460 LOA (Z2),Y
2470 CMP (Z1),Y
2480 BEQ OIMSEQUAL
2490 LOA #ERANKMISMATCH
2500 JSR ERROR
2510 RTS
2520 ;NOW COMPARE CORRESP. OIM LENGTHS
2530 OIMSEQUAL
2540 ;AREG = 2 * NO. OF OIMS FOR 'A' & 'B'
2550 TAY
2560 OLCOMPARE NOP
2570 LOA (Z2),Y
2580 CMP (Z1),Y
2590 BEQ OLOK
2600 LOA #EOIMLENGTH ;MISMATCH OF OIM LENGTH
2610 JSR ERROR
2620 RTS
2630 OLOK
2640 OEY
2650 BNE OLCOMPARE ;GO BACK FOR NEXT OIM
2660 JMP REASSIGNZ1; SEE MODULE COMMON4.ASM
2670 ;
2680 ;
2690 ;ROUTINE TO ENSURE THAT BOTH ARGS (IN FRO
2700 ;AND FR1) ARE OF THE SAME TYPE. IF
2710 ;EITHER IS FLOATING POINT, THE OTHER
2720 ;IS CONVERTED TO FLOATING POINT
2730 ;
2740 ;RETURNED STATES:
2750 ; 'C' FLAG SET CONVERSION ERROR
2760 ; 'Z' FLAG SET BOTH ARGS FLOATING PT.
2770 ; 'Z' FLAG RESET BOTH ARGS FIXED PT.
2780 COERCE
2790 LOA FRO ;DOES FRO CONTAIN FIXED OR FLOATING PT?
2800 AND #$7F ;ISOLATE FLAG/EXPONENT
2810 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2820 BPL COERCEFR1 ;CHECK FR1 IS FLOATING PT TOO
2830 LOA FR1 ;FRO IS FIXED POINT; CHECK FR1
2840 AND #$7F ;ISOLATE FLAG/EXPONENT
2850 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
2860 BPL COERCEFR0 ;MAKE FRO FLOATING PT TOO
2870 LOA #6 ;FRO & FR1 ARE BOTH FIXED POINT
2880 CLC ;NO ERROR
2890 RTS ;RETURN WITH Z-FLAG RESET
2900 ;
2910 ;FRO NEEDS TO BE CONVERTED TO FLOATING PT
2920 COERCEFR0
2930 JSR CFO
2940 BCC COERCEFLTEXTIT ;DONE IF NO ERROR
2950 COERCERR
2960 RTS ;ERROR RETURN, C-FLAG SET
2970 ;
2980 ;CHECK IF FR1 IS FLOATING POINT TOO
2990 COERCEFR1
3000 LOA FR1
3010 AND #$7F ;ISOLATE FLAG/EXPONENT
3020 CMP #7 ;>6 MEANS FLOATING POINT EXPONENT
3030 BPL COERCEFLTEXTIT
3040 ;FR1 NEEDS TO BE CONVERTED TO FLOATING PT
3050 JSR CF1
3060 BCS COERCERR ;QUIT IF CONVERSION ERROR
3070 COERCEFLTEXTIT
3080 LOA #0 ;FLOATING RETURN; SET Z-FLAG
3090 CLC ;NO ERROR
3100 RTS
3110 ;
3120 ;
3130 ;ROUTINE TO LOAD INDIVIDUAL ELEMENTS
3140 ;FROM ARRAY POINTED TO BY FLPTR INTO
3150 ;FRO. VARIABLE LENGTH INTEGER ELEMENTS
3160 ;ARE AUTOMATICALLY STRETCHED TO 6-BYTE
3170 ;CASE-1 FORMAT AND DELTAA IS INITIALIZED.
3180 LOOA
3190 JSR LOINOIRECT ;FLPTR <- (FLPTR), YREG <- 0
3200 LOA (FLPTR),Y ;GET FIRST BYTE
3210 TAX ;SAVE IT IN XREG
3220 AND #$7F ;SELECT BYTE COUNT
3230 CMP #7 ;>6 MEANS FLOATING POINT
3240 BMI LOOAINT ; ELSE IT'S AN INTEGER
3250 LOA #6 ;IT'S FLOATING POINT:
3260 STA DELTAA ;SET DELTAA TO 6 BYTES
3270 JMP FLOOP ;USE O.S. LOAD FRO ROUTINE
3280 ;
3290 ;AREG CONTAINS 0, 1 OR BYTE COUNT
3300 LOOAINT
3310 TAY ;SAVE BYTE COUNT
3320 TXA ;RETRIEVE ELEMENT 1ST BYTE
3330 AND #$80 ;ISOLATE SIGN BIT
3340 STA FRO ;AND STORE
3350 CPY #2 ;IS IT A BYTE COUNT?
3360 BMI LOOASPECIAL ;0 OR 1 SPECIAL CASE
3370 ;
3380 ;SET UP LOOP TO TRANSFER ELEMENT
3390 STY DELTAA ;BYTE COUNT
3400 OEY ;CALC. OFFSET OF LAST BYTE

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9. Appendix III: ADDMULT4.ASM

```

3410 LDX #5      ;LAST INDEX INTO FRO
3420 LDOALOOP
3430 LDA (FLPTR),Y ;GET NEXT BYTE
3440 STA FRO,X    ; AND STORE IN FRO
3450 DEX          ;BACK UP X & Y ONE POSITION
3460 DEY
3470 BNE LDOALOOP ;GO BACK FOR NEXT
3480 ;
3490 ;ELEMENT BYTES TRANSFERED INTO FRO:
3500 ;NOW FILL FRO WITH LEADING ZEROS, IF ANY.
3510 TXA          ;TEST X VALUE
3520 BEQ LDOAEXIT ;IF 0, WE'RE DONE
3530 LDOA0
3540 LDA #0
3550 LDOA0LOOP
3560 STA FRO,X
3570 DEX
3580 BNE LDOA0LOOP
3590 LDOAEXIT
3600 RTS ;SUCCESSFUL EXIT
3610 ;
3620 ;SPECIAL CASE: 0 & +/- 1 USE ONLY
3630 ;ONE BYTE: YREG CONTAINS THE VALUE
3640 LDOASPECIAL
3650 STY FRO+5 ;STORE VALUE IN L.S.BYTE
3660 LDA #1    ;SET DELTAA TO 1 BYTE
3670 STA DELTAA
3680 LDX #4    ;SET UP FOR 4 LEADING 0'S
3690 JMP LDOA0 ; AND FILL THEM IN
3700 ;
3710 ;
3720 ;ROUTINE TO LOAD FLPTR WITH (FLPTR)
3730 LDINDIRECT
3740 LDY #1
3750 LDA (FLPTR),Y ;MOST SIGNIFICANT BYTE
3760 TAX          ;SAVE IT IN XREG
3770 DEY          ;YREG <- 0
3780 LDA (FLPTR),Y ;LEAST SIGNIFICANT BYTE
3790 STA FLPTR    ;LOAD WITH INDIRECT POINTER
3800 STX FLPTR + 1
3810 RTS          ;RETURN WITH YREG 0
3820 ;
3830 ;
3840 ;
3850 ;ROUTINE TO LOAD INDIVIDUAL ELEMENTS
3860 ;FROM ARRAY POINTED TO BY FLPTR INTO
3870 ;FR1. VARIABLE LENGTH INTEGER ELEMENTS
3880 ;ARE AUTOMATICALLY STRETCHED TO 6-BYTE
3890 ;CASE-1 FORMAT AND DELTAB IS INITIALIZED.
3900 LD1B
3910 JSR LDINDIRECT ;FLPTR <- (FLPTR), YREG <- 0
3920 LDA (FLPTR),Y ;GET FIRST BYTE
3930 TAX          ;SAVE IT IN XREG
3940 AND #$7F     ;SELECT BYTE COUNT
3950 CMP #7       ;>6 MEANS FLOATING POINT
3960 BMI LD1BINT  ; ELSE IT'S AN INTEGER
3970 LDA #6       ;IT'S FLOATING POINT:

3980 STA DELTAB ;SET DELTAB TO 6 BYTES
3990 JMP FLD1P   ;USE O.S. LOAD FR1 ROUTINE
4000 ;
4010 ;AREG CONTAINS 0, 1 OR BYTE COUNT
4020 LD1BINT
4030 TAY          ;SAVE BYTE COUNT
4040 TXA          ;RETRIEVE ELEMENT 1ST BYTE
4050 AND #$80     ;ISOLATE SIGN BIT
4060 STA FR1      ; AND STORE
4070 CPY #2       ;IS IT A BYTE COUNT?
4080 BMI LD1BSPECIAL ;0 OR 1 SPECIAL CASE
4090 ;
4100 ;SET UP LOOP TO TRANSFER ELEMENT
4110 STY DELTAB ;BYTE COUNT
4120 DEY          ;CALC. OFFSET OF LAST BYTE
4130 LDX #5       ;LAST INDEX INTO FR1
4140 LD1BLOOP
4150 LDA (FLPTR),Y ;GET NEXT BYTE
4160 STA FR1,X    ; AND STORE IN FR1
4170 DEX          ;BACK UP X & Y ONE POSITION
4180 DEY
4190 BNE LD1BLOOP ;GO BACK FOR NEXT
4200 ;
4210 ;ELEMENT BYTES TRANSFERED INTO FR1:
4220 ;NOW FILL FR1 WITH LEADING ZEROS, IF ANY.
4230 TXA          ;TEST X VALUE
4240 BEQ LD1BEXIT ;IF 0, WE'RE DONE
4250 LD1B0
4260 LDA #0
4270 LD1B0LOOP
4280 STA FR1,X
4290 DEX
4300 BNE LD1B0LOOP
4310 LD1BEXIT
4320 RTS ;SUCCESSFUL EXIT
4330 ;
4340 ;SPECIAL CASE: 0 & +/- 1 USE ONLY
4350 ;ONE BYTE: YREG CONTAINS THE VALUE
4360 LD1BSPECIAL
4370 STY FR1+5 ;STORE VALUE IN L.S.BYTE
4380 LDA #1    ;SET DELTAB TO 1 BYTE
4390 STA DELTAB
4400 LDX #4    ;SET UP FOR 4 LEADING 0'S
4410 JMP LD1B0 ; AND FILL THEM IN
4420 ;
4430 ;
4440 ;ROUTINE TO STORE INDIVIDUAL ELEMENTS
4450 ;FROM FRO INTO ARRAY POINTED TO BY
4460 ;FLPTR. LEADING 0'S IN SHORT INTEGERS
4470 ;ARE AUTOMATICALLY EXPUNGED, RESULTING
4480 ;IN A VARIABLE LENGTH CASE-3 INTEGER
4490 ;FORMAT. BYTE COUNT IS INSERTED INTO
4500 ;FIRST BYTE (AFTER SIGN), AND DELTAR
4510 ;IS SET. A CASE-4 POINTER TO THE
4520 ;STORED ELEMENT IS WRITTEN @DADR.
4530 STORD
4540 LDA FRO     ;CHECK WHETHER FRO CONTAINS

```

9. Appendix III: ADDMULT4.ASM

```

4550 AND # $7F ; FLOATING POINT
4560 BEQ STORINT
4570 LOA #6 ;FLOATING POINT, ALL RIGHT
4580 STA OELTAR ;SET OELTAR AND USE
4590 JSR FSTOP ; O.S. STORE FRO ROUTINE
4600 JMP STOROOPE ;STORE OOPE VECTOR ELEMENT
4610 ;
4620 ;FRO CONTAINS A CASE-1 INTEGER
4630 STORINT
4640 LOX #1 ;SEARCH & SKIP LEADING 0'S
4650 STOROLOOP
4660 LOA FRO,X ;GET NEXT BYTE
4670 BNE STORNONO ;FOUND A NON-ZERO BYTE
4680 INX ;NEXT POSITION
4690 CPX #6 ;EXHAUSTED ALL OF FRO?
4700 BMI STOROLOOP ;IF NOT GO BACK FOR NEXT
4710 ;
4720 ;FRO CONTAINS 0: STORE ONLY A OOPE VECTOR
4730 ;POINTING TO A CASE-3 ZERO ELEMENT.
4740 LOY #C4ZERO & $FF
4750 LOX #C4ZERO / $100
4760 JMP ZEROOELTAR
4770 ;
4780 C4ZERO .BYTE 0 ;CASE-3 ZERO
4790 C4PLUS1 .BYTE 1 ;CASE-3 "+1"
4800 C4MINUS1 .BYTE 128 + 1 ;CASE-3 "-1"
4810 ;
4820 ;FRO PROBABLY CONTAINS MULTIBYTE INTEGER
4830 ;CHECK FOR +/- 1 SPECIAL CASE
4840 STORNONO
4850 CPX #5 ;LAST BYTE?
4860 BNE STORMULTI
4870 CMP #1 ;LAST BYTE VALUE 1?
4880 BNE STORMULTI
4890 LOA FRO ;SPECIAL CASE OF 1: + OR ?
4900 BMI STORMINUS1
4910 ;
4920 ;FRO CONTAINS +1: STORE ONLY A OOPE
4930 ;VECTOR TO A CASE-3 +1 ELEMENT.
4940 LOY #C4PLUS1 & $FF
4950 LOX #C4PLUS1 / $100
4960 JMP ZEROOELTAR
4970 ;
4980 ;FRO CONTAINS -1: STORE ONLY A OOPE
4990 ;VECTOR TO A CASE-3 -1 ELEMENT.
5000 STORMINUS1
5010 LOY #C4MINUS1 & $FF
5020 LOX #C4MINUS1 / $100
5030 ZEROOELTAR
5040 LOA #0 ;RAOR IS NOT TO BE ADVANCED
5050 STA OELTAR ;BECAUSE NO OATA VALUE STORED
5060 JMP STOROOPE0
5070 ;
5080 ;FRO DEFINITELY CONTAINS MULTIBYTE INTEGER
5090 ;RESERVE SPACE FOR SIGN/BYTE COUNT
5100 ;AND STORE OIGITS IN (FLPTR)
5110 STORMULTI

5120 LOY #1 ;RESERVE ZEROth BYTE
5130 STORLOOP
5140 STA (FLPTR),Y ;STORE NEXT BYTE
5150 INX ;NEXT POSITION IN FRO
5160 CPX #6 ;OONE WITH LAST BYTE?
5170 BPL STOREXIT
5180 INY ;NO: SET UP NEXT ARRAY POSITION
5190 LOA FRO,X ;GET NEXT BYTE
5200 JMP STORLOOP ;GO BACK TO STORE IT
5210 ;
5220 ;ALL BYTES EXCEPT LEADING BYTE ARE STORED
5230 ;YREG HAS OFFSET OF LAST BYTE STORED
5240 STOREXIT
5250 INY ;CALC. TOTAL BYTE COUNT
5260 STY OELTAR ; AND SET OELTAR
5270 TYA ;TOTAL BYTE COUNT
5280 ORA FRO ;FILL IN SIGN BIT
5290 LOY #0 ; AND STORE AT ZEROth POSITION
5300 STA (FLPTR),Y
5310 ;
5320 ;RESULTANT VALUE IS DETERMINED: WRITE
5330 ;OOPE VECTOR POINTING TO IT.
5340 STOROOPE
5350 LOX FLPTR + 1
5360 LOY FLPTR
5370 STOROOPE0
5380 LOA OAOR ;ADDRESS WHERE OOPE VECTOR
5390 STA FLPTR ; IS TO BE STORED
5400 LOA OAOR + 1
5410 STA FLPTR + 1
5420 TYA
5430 LOY #0
5440 STA (FLPTR),Y ;STORE LEAST SIGNIF. BYTE
5450 TXA
5460 INY
5470 STA (FLPTR),Y ;STORE MOST SIGNIF. BYTE
5480 RTS ;SUCCESSFUL EXIT
5490 ;
5500 ;
5510 ;

```

9. Appendix III: ARGPASS.ASM

```

10 .PAGE "ARGUMENT PASSING MODULE 09/06/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;THIS MODULE IS COMMON TO ALL CASES
50 ;
60 ;THIS MODULE CONTAINS THE CODE TO ACCESS
70 ;ARGUMENTS PLACED BY BASIC ON THE STACK FOR
80 ;USE IN THE ASSY LANGUAGE ROUTINES. ALSO
90 ;PRESENT IS CODE WHICH RETURNS ERROR INDICATORS
0100 ;TO BASIC, INDICATING COMPLETION STATUS.
0110 ;
0120 ;
0130 ;
0140 ;UNLOAD AND STORE ARGUMENTS
0150 ; FOR MAIN APL LOOP ROUTINES
0160 UNLOADABRO
0170 PLA ;SAVE RETURN ADDRESS
0180 STA TMPCTR1
0190 PLA
0200 STA TMPCTR2
0210 ;GET NUMBER OF ARGS OFF STACK: CORRECT?
0220 PLA
0230 CMP #4
0240 BEQ UABROOK
0250 JMP OUMPARGS
0260 ;
0270 ;UNLOAD THE 4 ARGUMENTS
0280 UABROOK
0290 PLA ;ADR. OF 'A' ARG
0300 STA AAOR + 1
0310 PLA
0320 STA AAOR
0330 PLA ;ADR. OF 'B' ARG
0340 STA BAOR + 1
0350 PLA
0360 STA BAOR
0370 PLA ;ADR. OF 'R' RESULT
0380 STA RAOR + 1
0390 PLA
0400 STA RAOR
0410 PLA ;SPARE ARGUMENT M.S.BYTE
0420 PLA ;SPARE ARGUMENT L.S.BYTE
0430 ;
0440 LOA TMPCTR2 ;RESTORE RETURN ADDRESS
0450 PHA
0460 LOA TMPCTR1
0470 PHA
0480 JSR NOERROR
0490 RTS ;SUCCESSFUL EXIT
0500 ;
0510 ;
0520 ;
0530 UNLOAD4ARGS
0540 ;UNLOAD & SAVE 4 ARGS WHICH BASIC
0550 ; PUSHED ONTO THE STACK
0560 PLA ;SAVE RETURN ADDRESS
0570 STA TMPCTR1
0580 PLA
0590 STA TMPCTR2
0600 ;GET NUMBER OF ARGS OFF STACK: CORRECT?
0610 PLA
0620 CMP #4
0630 BEQ U4ARGSOK
0640 JMP OUMPARGS
0650 ;
0660 ;UNLOAD THE 4 ARGS
0670 U4ARGSOK
0680 PLA ;ADR. OF BASIC ARRAY
0690 STA FLTA + 1

```

```

0700 PLA
0710 STA FLTA
0720 PLA ;ADR. OF CASE ARRAY
0730 STA AAOR + 1
0740 PLA
0750 STA AAOR
0760 PLA ;ADR. OF RANK SPECIFICATION
0770 STA FLTB + 1
0780 PLA
0790 STA FLTB
0800 PLA ;SPARE ARGUMENT M.S.BYTE
0810 PLA ;SPARE ARGUMENT L.S.BYTE
0820 ;
0830 LOA TMPCTR2 ;RESTORE RETURN ADDRESS
0840 PHA
0850 LOA TMPCTR1
0860 PHA
0870 JSR NOERROR
0880 RTS ;SUCCESSFUL EXIT
0890 ;
0900 ;
0910 ;
0920 ;CONTINUATION ROUTINE TO OUMP ARGS THAT
0930 ; BASIC PLACED ON STACK, & RETURN ERROR CODE
0940 OUMPARGS NOP
0950 TAY ;NUM OF ARGS -> YREG
0960 BEQ OUMPEXIT ;0 ARGS: NOTHING TO DO
0970 OUMLOOP
0980 PLA ;POP MOST SIGNIF. BYTE
0990 PLA ;POP LEAST SIGNIF. BYTE
1000 DEY ;DECR. ARG COUNT
1010 BNE OUMLOOP ;DONE UNLESS ARGS LEFT > 0
1020 LOA TMPCTR2 ;RESTORE RETURN ADDRESS
1030 PHA
1040 LOA TMPCTR1
1050 PHA
1060 OUMPEXIT
1070 LOA #EARGMISMATCH
1080 JSR ERROR
1090 RTS
1100 ;
1110 ;
1120 ;
1130 ;ERROR RETURN SUBROUTINE
1140 NOERROR NOP
1150 LOA #EOK
1160 CLC
1170 JMP ERR1
1180 ;
1190 ERROR NOP
1200 SEC
1210 ERR1
1220 STA RTNERR
1230 LOA #0
1240 STA RTNERR + 1
1250 RTS
1260 ;

```


9. Appendix III: AUTOLOAD.ASM

```
04 .TITLE "RSTMEMLO 06/13/83"
05 ;FROM DE RE ATARI
10 ;RESET THE MEMLO POINTER TO RESERVE
11 ; SPACE FOR ASSY LANGUAGE OBJECT CODE
20 ;
30 STARTRST          $3F00
35 STARTLOAD         16200
40 DOSINI            $0C
50 MEMLO             $2E7
60 NEWMEM            $4000 ;NEW VALUE FOR MEMLO
65 ;
0200 *=             STARTRST
0210 INITDOS
0220 JSR             TROJAN ;-> DOS INITIALIZATION
0230 LDA             #NEWMEM & 255
0240 STA             MEMLO
0250 LDA             #NEWMEM / 256
0260 STA             MEMLO + 1
0270 TROJAN
0280 RTS
0290 ;
0390 GRABDOSI
0400 LDA             DOSINI ;SAVE DOSINI
0410 STA             INITDOS + 1
0420 LDA             DOSINI + 1
0430 STA             INITDOS + 2
0440 LDA             #INITDOS & 255
0450 STA             DOSINI
0460 LDA             #INITDOS / 256
0470 STA             DOSINI + 1
0480 LDA             #NEWMEM & 255
0490 STA             MEMLO
0500 LDA             #NEWMEM / 256
0510 STA             MEMLO + 1
0520 RTS
0530 *=             $2E2
0540 .WORD           GRABDOSI ;SET RUN ADR
0990 ;
0995 ;
```

```
1000 .TITLE "LOADIT 1.2 06/13/83"
1001 .PAGE
1010 ;FROM COMPUTE'S SECOND BOOK OF ATARI
1020 ;AUTHOR: ROBERT E. ALLEGER
1030 ;MODIFIED: DANIEL FLEYSHER
1040 ;
1050 ;THIS PROGRAM ALLDWS A BASIC
1060 ;PROGRAM TO LOAD A MACHINE
1070 ;LANGUAGE PROGRAM AND EXECUTE IT.
1080 ;
1090 ;
1100 ;
1110 IOCB1=1*16 ;IOCB #1 (D:)
1120 ;IOCB (8 * 16 BYTES)
1130 ICHID=$0340 ;HANDLER ID
1140 ICDNO=ICHID+1 ;DEVICE #
1150 ICCOM=ICDNO+1 ;COMMANDO
1160 ICSTA=ICCOM+1 ;STATUS
1170 ICBAL=ICSTA+1 ;BUFFER ADDRESS
1180 ICPTL=ICBAL+2 ;PUT ROUTINE ADR 1
1190 ICBLL=ICPTL+2 ;BUFFER LENGTH
1200 ICAX1=ICBLL+2 ;AUX1
1210 ICAX2=ICAX1+2 ;AUX2
1220 ICAX3=ICAX2+2 ;AUX3
1230 ICAX4=ICAX3+2 ;AUX4
1240 ICAX5=ICAX4+2 ;AUX5
1250 ICAX6=ICAX5+2 ;AUX6
1260 ;
1270 CIO=$E456 ;CIO ENTRY POINT
1280 ENR=$03 ;EOF ON NEXT READ
1290 EOF=$88 ;EOF STATUS
1300 OPEN=$03 ;OPEN COMMAND
1310 GETCHR=$07;GET CHAR. COMMAND
1320 CLOSE=$0C ;CLOSE COMMAND
1330 OREAD=$04 ;OPEN DIRECTION= READ
1340 ;
1350 FREE0=$00CB ;FREE 0-PAGE RAM (TO $00D1)
1360 HEADER=FREE0 ;BLOCK HEADER BUFFER
1370 ;
1380 ;
1390 *=STARTLOAD
1400 ;
1410 ;INITIALIZATION
1420 ;
1430 INIT
1440 LDX #IOCB1
1450 JSR CLOSEIT ;IN CASE IOCB WAS IN USE
1460 PLA ;GET RID OF # OF ARGS ON STACK
1470 PLA ;MSB OF FILESPEC LOCATION
1480 STA ICBAL+1,X
1490 PLA ;LSB
1500 STA ICBAL,X
1510 LDA #OREAD
1520 STA ICAX1,X
1530 LDA #OPEN
1540 STA ICCOM,X
1550 JSR CIO ;OPEN FILE
```

9. Appendix III: AUTOLOAD.ASM

```
1560 BPL RDHDR
1570 JMP ERROR ;FILE NOT FOUND
1580 ;
1590 ;READ HEADER ID OR START ADDRESS
1600 ;
1610 RDHDR
1620 LDX #IOCB1
1630 LDA #HEADER&255
1640 STA ICBAL,X
1650 LDA #HEADER/256
1660 STA ICBAL+1,X
1670 LDA #2
1680 STA ICBLL,X
1690 LDA #0
1700 STA ICBLL+1,X
1710 LDA #GETCHR
1720 STA ICCOM,X
1730 JSR CIO ;GET ID OR START ADDR
1740 BPL CHKID
1750 CPY #EOF ;END OF FILE?
1760 BEQ DONE ; -YES
1770 BNE ERROR; -NO, BAD FILE
1780 ;
1790 CHKID
1800 LDA #$FF
1810 CMP HEADER
1820 BNE CONT
1830 CMP HEADER+1
1840 BEQ RDHDR ;IGNORE $FF,$FF ID CODE
1850 ;
1860 ;READ END ADDRESS
1870 ;
1880 CONT
1890 LDX #IOCB1
1900 LDA #HEADER+2&255
1910 STA ICBAL,X
1920 LDA #HEAOER+2/256
1930 STA ICBAL+1,X
1940 JSR CIO ;GET END ADDRESS
1950 BPL CHKOHDR
1960 BMI ERROR ;BAO FILE
1970 ;
1980 ;CHECK FOR ZERO START & END ADR:
1990 ; OSS/A+ DOS COULD BE READING ZERO TRAILER
2000 ;
2010 CHKOHDR
2020 LDA HEADER
2030 BNE RDBLOK
2040 LDA HEADER + 1
2050 BNE RDBLOK
2060 LDA HEADER + 2
2070 BNE RDBLOK
2080 LDA HEADER + 3
2090 BEQ DONE ;ALL NULLS: MUST BE DONE
2100 ;
2110 ;READ A BLOCK OF OBJECT CODE
2120 ;
2130 RDBLOK
2140 LDX #IOCB1
2150 LDA HEADER ;LOAD ADDRESS
2160 STA ICBAL,X
2170 LDA HEAOER+1
2180 STA ICBAL+1,X
2190 LDA HEADER+2 ;END ADDRESS
2200 SEC
2210 SBC HEADER ;LENGTH END START
2220 STA ICBLL,X
2230 LDA HEADER+3
2240 SBC HEADER+1
2250 STA ICBLL+1,X
2260 INC ICBLL,X ;ADJUST LENGTH BY 1
2270 BNE NOCARY
2280 INC ICBLL+1,X
2290 ;
2300 NOCARY
2310 JSR CIO ;READ BLOCK
2320 BPL RDHDR ;GET NEXT BLOCK
2330 CPY #ENR
2340 BEQ RDHDR ;THIS IS ALSO OKAY
2350 JMP ERROR ;BAD FILE
2360 ;
2370 ;SUBROUTINES FOLLOW
2380 ;
2390 ;*****
2400 ;SUCCESSFUL LOAD: RETURN TO BASIC
2410 ;*****
2420 DONE
2430 LDA #0 ;= NO ERROR IF PROG REACHES HERE
2440 BEQ NOERR ;UNCONDITIONAL BRANCH
2450 ;*****
2460 ;RETURN ERROR CODE TO BASIC
2470 ;*****
2480 ERROR
2490 TYA
2500 NOERR
2510 STA 212 ;TELL BASIC WHAT'S WRONG
2520 LDA #0
2530 STA 213
2540 ;NOW FALL THRU TO CLOSEIT
2550 ;THEN RETURN TO BASIC
2560 ;*****
2570 ;CLOSE THE IOCB
2580 ;*****
2590 CLOSEIT
2600 LDX #IOCB1
2610 LDA #CLOSE
2620 STA ICCOM,X
2630 JSR CIO ;CLOSE FILE
2640 RTS
2650 .END
```

9. Appendix III: C0TOFLT.ASM

```

01 .PAGE "CASE0 TO FLOAT MODULE -CASE 0- 09/06/83"
02 ;AUTHOR: DANIEL FLEYSHER
03 ;
04 ;
05 ;THIS MODULE CONTAINS THE CODE TO CONVERT
06 ;A CASE0 DATA STRUCTURE INTO A BASIC-COMPATIBLE
07 ;FLOATING POINT ARRAY, AND A SEPARATE
08 ;FLOATING POINT SHAPE VECTOR.
09 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AADR POINTS TO THE CASE0 INPUT
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 CASETOFLT NOP
0200 JSR TIMERON ;INITIALIZE TIMER
0210 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0220 JSR UNLOAD4ARGS
0230 BCC CTOFOK
0240 JMP TIMEROFF ;ERR RTN: DUMPARGS
0250 ;
0260 ;ASSIGN Z2 AS AADR & LOAD ALL DELTA'S
0265 CTOFOK
0270 LDA AADR
0280 STA Z2
0290 LDA AADR + 1
0300 STA Z2 + 1
0310 LDA #6
0320 STA DELTAA ;INCREMENTS FLTA
0330 STA DELTAB ;INCREMENTS FLTB
0340 STA DELTAR ;INCREMENTS AADR
0350 ;(FLTB) WILL RECEIVE RANK SPEC: GET # DIMS
0370 LDY #0
0380 LDA (Z2),Y ;2 * NO. OF DIMS
0390 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0400 SEC ;2 * NO. OF DIMS + 1
0410 JSR PTRADVANCE
0420 LDY #0
0430 LDA (Z2),Y ;2 * NO. OF DIMS
0440 LSR A ;NUMBER OF DIMENSIONS
0450 BCC CTOFDIMEVEN
0460 LDA # EDIMENSION ;BUG! SHOULD BE EVEN
0470 JSR ERROR
0480 JMP TIMEROFF ; ERROR RETURN
0490 CTOFDIMEVEN
0500 STA TMPCTR2 ;NO. OF DIMS
0510 STA FRO ;CONVERT TO FLOATING POINT
0520 LDA #0
0530 STA FRO + 1
0540 JSR IFP
0550 LDA FLTB
0560 STA FLPTR
0570 LDA FLTB + 1
0580 STA FLPTR + 1
0590 JSR FSTOP ;STORE NO. OF DIMS -> FLTB
0600 ;TEST #DIMS: ZERO MEANS 'A' IS SCALAR
0610 LDA TMPCTR2
0620 BNE CFAVEC
0630 STA LCOUNT + 1 ;M.S.BYTE <- 0
0640 LDA #1 ;ONE DATA VALUE TO TRANSFER
0650 STA LCOUNT
0660 JMP CFLOOPENTRY
0670 ;'A' IS A VECTOR
0680 CFAVEC
0690 LDA #1

0700 ;INIT INDEX FOR PUTTING HEADER INTO (Z2)
0710 STA ZTMP
0720 ;LOOP THRU AADR HEADER, CONVERTING
0730 ;EACH LENGTH TO FLOATING POINT
0740 ;AND STORE IN FLTB
0750 CFCPYLENGS
0760 LDY ZTMP
0770 LDA (Z2),Y ;GET LENGTH (INTEGER)
0780 STA FRO ;AND CONVERT TO FLOATING POINT
0790 INY
0800 LDA (Z2),Y
0810 STA FRO + 1
0820 INY
0830 STY ZTMP ;STORE INDEX FOR NEXT ITERATION
0840 JSR IFP
0850 ;INCR. FLTB TO NEXT POSITION AND STORE
0860 ;FLOATING POINT LENGTH
0870 LDA DELTAB
0880 LDY #FLTB-PTRBASE;ADVANCE FLTB
0890 CLC
0900 JSR PTRADVANCE
0910 LDA FLTB
0920 STA FLPTR
0930 LDA FLTB + 1
0940 STA FLPTR + 1
0950 JSR FSTOP
0960 ;DECR. NO OF LENGTHS TO PROCESS & LOOP
0970 DEC TMPCTR2
0980 BNE CFCPYLENGS
0990 ;CALC LCOUNT, BASED UPON AADR HEADER
1000 ;(Z2 POINTS TO AADR)
1010 JSR LCCALC
1020 BCC CFLOOPENTRY
1030 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1040 ;
1050 CFLOOPENTRY
1060 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1070 BEQ CFLOOPEXIT
1080 ;
1090 CFCPYLOOP
1100 ;FOR LCOUNT ITERATIONS, COPY (AADR) TO (FLTA)
1110 LDA AADR
1120 STA FLPTR
1130 LDA AADR + 1
1140 STA FLPTR + 1
1150 JSR FLDOP ;GET DATA ELEMENT
1160 LDA FLTA
1170 STA FLPTR
1180 LDA FLTA + 1
1190 STA FLPTR + 1
1200 JSR FSTOP ;STORE DATA ELEMENT
1210 ;INCR. FLTA AND AADR TO NEXT LOCATION
1220 LDA DELTAA
1230 LDY #FLTA-PTRBASE;ADVANCE FLTA
1240 CLC
1250 JSR PTRADVANCE
1260 LDA DELTAR
1270 LDY #AADR-PTRBASE;ADVANCE AADR
1280 CLC
1290 JSR PTRADVANCEAGN
1300 JSR DEC_COUNT
1310 BNE CFCPYLOOP
1320 CFLOOPEXIT
1330 JSR NOERROR ;SUCCESSFUL EXIT
1340 JMP TIMEROFF
1350 ;
1360 ;

```

9. Appendix III: C1TOFLT.ASM

```

10 .PAGE "CASE1 TO FLOAT MODULE -CASE 1- 09/15/B3"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;A CASE1 DATA STRUCTURE INTO A BASIC-COMPATIBLE
70 ;FLOATING POINT ARRAY, AND A SEPARATE
80 ;FLOATING POINT SHAPE VECTOR.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AADR POINTS TO THE CASE-1 INPUT
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 CASETFLT NOP
0200 JSR TIMERON ;INITIALIZE TIMER
0210 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0220 JSR UNLAD4ARGS
0230 BCC CTOFOK
0240 JMP TIMEROFF ;ERR RTN: DUMPARGS
0250 ;
0260 ;ASSIGN Z2 AS AADR & LOAD ALL DELTA'S
0270 CTOFOK
0280 LDA AADR
0290 STA Z2
0300 LDA AADR + 1
0310 STA Z2 + 1
0320 LDA #6
0330 STA DELTAA ;INCREMENTS FLTA
0340 STA DELTAB ;INCREMENTS FLTB
0350 STA DELTAR ;INCREMENTS AADR
0360 ;(FLTB) WILL RECEIVE RANK SPEC: GET # DIMS
0370 LDY #0
0380 LDA (Z2),Y ;2 * NO. OF DIMS
0390 LDY #AAADR-PTRBASE;ADVANCE AADR PAST HDR
0400 SEC ;2 * NO. OF DIMS + 1
0410 JSR PTRADVANCE
0420 LDY #0
0430 LDA (Z2),Y ;2 * NO. OF DIMS
0440 LSR A ; NUMBER OF DIMENSIONS
0450 BCC CTOFDIMEVEN
0460 LDA # EDIMENSION ;BUG! SHOULD BE EVEN
0470 JSR ERROR
0480 JMP TIMEROFF ; ERROR RETURN
0490 CTOFDIMEVEN
0500 STA TMPCTR2 ;NO. OF DIMS
0510 STA FRO ;CONVERT TO FLOATING POINT
0520 LDA #0
0530 STA FRO + 1
0540 JSR IFP
0550 LDA FLTB
0560 STA FLPTR
0570 LDA FLTB + 1
0580 STA FLPTR + 1
0590 JSR FSTOP ;STORE NO. OF DIMS -> FLTB
0600 ;TEST #DIMS: ZERO MEANS 'A' IS SCALAR
0610 LDA TMPCTR2
0620 BNE CFAVEC
0630 STA LCOUNT + 1 ;M.S.BYTE <- 0
0640 LDA #1 ;ONE DATA VALUE TO TRANSFER
0650 STA LCOUNT
0660 JMP CFLOOPENTRY
0670 ; 'A' IS A VECTOR
0680 CFAVEC
0690 LDA #1
0700 ;INIT INDEX FOR PUTTING HEADER INTO (Z2)
0710 STA ZTMP
0720 ;LOOP THRU AADR HEADER, CONVERTING
0730 ; EACH LENGTH TO FLOATING POINT
0740 ; AND STORE IN FLTB
0750 CFCPYLENGS
0760 LDY ZTMP
0770 LDA (Z2),Y ;GET LENGTH (INTEGER)
0780 STA FRO ; AND CONVERT TO FLOATING POINT
0790 INY
0800 LDA (Z2),Y
0810 STA FRO + 1
0820 INY
0830 STY ZTMP ;STORE INDEX FOR NEXT ITERATION
0840 JSR IFP
0850 ;INCR. FLTB TO NEXT POSITION AND STORE
0860 ; FLOATING POINT LENGTH
0870 LDA DELTAB
0880 LDY #FLTB-PTRBASE;ADVANCE FLTB
0890 CLC
0900 JSR PTRADVANCE
0910 LDA FLTB
0920 STA FLPTR
0930 LDA FLTB + 1
0940 STA FLPTR + 1
0950 JSR FSTOP
0960 ;DECR. NO OF LENGTHS TO PROCESS & LOOP
0970 DEC TMPCTR2
0980 BNE CFCPYLENGS
0990 ;CALC LCOUNT, BASED UPON AADR HEADER
1000 ; (Z2 POINTS TO AADR)
1010 JSR LCCALC
1020 BCC CFLOOPENTRY
1030 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1040 ;
1050 CFLOOPENTRY
1060 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1070 BEQ CFLOOPEXIT
1080 ;
1090 CFCPYLOOP
1100 ;FOR LCOUNT ITERATIONS, FETCH (AAADR) INTO FRO,
1110 ;CONVERT, AND THEN STORE BACK TO (FLTA)
1120 LDA AADR
1130 STA FLPTR
1140 LDA AADR + 1
1150 STA FLPTR + 1
1160 JSR FLDOP
1170 JSR CF ;IN MODULE COMMON1.ASM
1180 BCC CFSTOREBACK
1190 JMP TIMEROFF ;ERROR RETURN
1200 CFSTOREBACK
1210 LDA FLTA
1220 STA FLPTR
1230 LDA FLTA + 1
1240 STA FLPTR + 1
1250 JSR FSTOP ;STORE DATA ELEMENT
1260 ;
1270 ;INCR. FLTA AND AADR TO NEXT LOCATION
1280 LDA DELTAA
1290 LDY #FLTA-PTRBASE;ADVANCE FLTA
1300 CLC
1310 JSR PTRADVANCE
1320 LDA DELTAR
1330 LDY #AAADR-PTRBASE;ADVANCE AADR
1340 CLC
1350 JSR PTRADVANCEAGN
1360 JSR DECLCOUNT
1370 BNE CFCPYLOOP
1380 CFLOOPEXIT
1390 JSR NOERROR ;SUCCESSFUL EXIT
1400 JMP TIMEROFF
1410 ;
1420 ;

```

9. Appendix IIII: C2TOFLT.ASM

```

10 .PAGE "CASE1 TO FLOAT MODULE -CASE 2- 11/13/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;A CASE1 DATA STRUCTURE INTO A BASIC-COMPATIBLE
70 ;FLOATING POINT ARRAY, AND A SEPARATE
80 ;FLOATING POINT SHAPE VECTOR.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AADR POINTS TO THE CASE-2 INPUT
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 CASETOFLT NOP
0200 JSR TIMERON ;INITIALIZE TIMER
0210 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0220 JSR UNLOAD4ARGS
0230 BCC CTOFOK
0240 JMP TIMEROFF ;ERR RTN: DUMPARGS
0250 ;
0260 ;ASSIGN Z2 AS AADR & LOAD ALL DELTA'S
0270 CTOFOK
0280 LDA AADR
0290 STA Z2
0300 LDA AADR + 1
0310 STA Z2 + 1
0320 LDA #6
0330 STA DELTAA ;INCREMENTS FLTA
0340 STA DELTAB ;INCREMENTS FLTB
0350 STA DELTAR ;INCREMENTS AADR
0360 ;(FLTB) WILL RECEIVE RANK SPEC: GET # DIMS
0370 LDY #0
0380 LDA (Z2),Y ;2 * NO. OF DIMS
0390 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0400 SEC ;2 * NO. OF DIMS + 1
0410 JSR PTRADVANCE
0420 LDY #0
0430 LDA (Z2),Y ;2 * NO. OF DIMS
0440 LSR A ; NUMBER OF DIMENSIONS
0450 BCC CTOFDIMEVEN
0460 LDA # EDIMENSION ;BUG! SHOULD BE EVEN
0470 JSR ERROR
0480 JMP TIMEROFF ; ERROR RETURN
0490 CTOFOIMEVEN
0500 STA TMPCTR2 ;NO. OF DIMS
0510 STA FRO ;CONVERT TO FLOATING POINT
0520 LDA #0
0530 STA FRO + 1
0540 JSR IFP
0550 LDA FLTB
0560 STA FLPTR
0570 LDA FLTB + 1
0580 STA FLPTR + 1
0590 JSR FSTOP ;STORE NO. OF DIMS -> FLTB
0600 ;TEST #DIMS: ZERO MEANS 'A' IS SCALAR
0610 LDA TMPCTR2
0620 BNE CFAVEC
0630 STA LCOUNT + 1 ;M.S.BYTE <- 0
0640 LDA #1 ;ONE DATA VALUE TO TRANSFER
0650 STA LCOUNT
0660 JMP CFLOOPENENTRY
0670 ;'A' IS A VECTOR
0680 CFAVEC
0690 LOA #1
0700 ;INIT INDEX FOR PUTTING HEADER INTO (Z2)
0710 STA ZTMP
0720 ;LOOP THRU AADR HEADER, CONVERTING
0730 ; EACH LENGTH TO FLOATING POINT
0740 ; AND STORE IN FLTB
0750 CFCPYLENGS
0760 LDY ZTMP
0770 LDA (Z2),Y ;GET LENGTH (INTEGER)
0780 STA FRO ; AND CONVERT TO FLOATING POINT
0790 INY
0800 LDA (Z2),Y
0810 STA FRO + 1
0820 INY
0830 STY ZTMP ;STORE INDEX FOR NEXT ITERATION
0840 JSR IFP
0850 ;INCR. FLTB TO NEXT POSITION AND STORE
0860 ; FLOATING POINT LENGTH
0870 LDA DELTAB
0880 LDY #FLTB-PTRBASE;ADVANCE FLTB
0890 CLC
0900 JSR PTRADVANCE
0910 LDA FLTB
0920 STA FLPTR
0930 LDA FLTB + 1
0940 STA FLPTR + 1
0950 JSR FSTOP
0960 ;DECR. NO OF LENGTHS TO PROCESS & LOOP
0970 DEC TMPCTR2
0980 BNE CFCPYLENGS
0990 ;CALC LCOUNT, BASED UPON AAOR HEADER
1000 ; (Z2 POINTS TO AADR)
1010 JSR LCCALC
1020 BCC CFLOOPENENTRY
1030 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1040 ;
1050 CFLOOPENENTRY
1060 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1070 BEQ CFLOOPEXIT
1080 ;
1090 CFCPYLOOP
1100 ;FOR LCOUNT ITERATIONS, FETCH (AAOR) INTO FRO,
1110 ;CONVERT, AND THEN STORE BACK TO (FLTA)
1120 LDA AADR
1130 STA FLPTR
1140 LDA AADR + 1
1150 STA FLPTR + 1
1160 JSR FLDOP
1170 LDA #FRO & $FF; STORE "FRO" INFLPTR
1180 STA FLPTR
1190 LDA #FRO / $100
1200 STA FLPTR + 1
1210 ;CONVERT TO CASE-1 FIXED POINT IF POSSIBLE
1220 JSR CF ;IN MODULE COMMON2.ASM
1230 ;IGNORE SUCCESS OR FAILURE ('C' FLAG)
1240 LOA FLTA
1250 STA FLPTR
1260 LDA FLTA + 1
1270 STA FLPTR + 1
1280 JSR FSTOP ;STORE DATA ELEMENT
1290 ;
1300 ;INCR. FLTA AND AADR TO NEXT LOCATION
1310 LOA DELTAA
1320 LOY #FLTA-PTRBASE;ADVANCE FLTA
1330 CLC
1340 JSR PTRADVANCE
1350 LDA DELTAR
1360 LDY #AAOR-PTRBASE;ADVANCE AADR
1370 CLC
1380 JSR PTRADVANCEAGN
1390 JSR DECLCOUNT
1400 BNE CFCPYLOOP
1410 CFLOOPEXIT
1420 JSR NOERROR ;SUCCESSFUL EXIT
1430 JMP TIMEROFF
1440 ;
1450 ;
1460 ;

```

9. Appendix III: C3TOFLT.ASM

```

10 .PAGE "CASE3 TO FLOAT MOOULE -CASE 3- 12/23/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MOOULE CONTAINS THE CODE TO CONVERT
60 ;A CASE-3 DATA STRUCTURE INTO A BASIC-COMPATIBLE
70 ;FLOATING POINT ARRAY, AND A SEPARATE
80 ;FLOATING POINT SHAPE VECTOR.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AADR POINTS TO THE CASE-3 INPUT
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 CASETFLT NOP
0200 JSR TIMERON ;INITIALIZE TIMER
0210 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0220 JSR UNLOAD4ARGS
0230 BCC CTOFOK
0240 JMP TIMEROFF ;ERR RTN: OUMPARGS
0250 ;
0260 ;ASSIGN Z2 AS AAOR & LOAD ALL DELTA'S
0270 CTOFOK
0280 LOA AAOR
0290 STA Z2
0300 LOA AADR + 1
0310 STA Z2 + 1
0320 LOA #6
0330 STA OELTAR ;INCREMENTS FLTA
0340 STA OELTAB ;INCREMENTS FLTB
0350 ;LOOA SETS OELTAA WHICH INCREMENTS AAOR
0360 ;(FLTB) WILL RECEIVE RANK SPEC: GET # OIMS
0370 LOY #0
0380 LOA (Z2),Y ;2 * NO. OF OIMS
0390 LOY #AAOR-PTBASE;AOVANCE AAOR PAST HOR
0400 SEC ;2 * NO. OF OIMS + 1
0410 JSR PTRAOVANCE
0420 LOY #0
0430 LOA (Z2),Y ;2 * NO. OF OIMS
0440 LSR A ; NUMBER OF OIMENSIONS
0450 BCC CTOFOIMEVEN
0460 LOA # EOIMENSION ;BUG! SHOULO BE EVEN
0470 JSR ERROR
0480 JMP TIMEROFF ; ERROR RETURN
0490 CTOFOIMEVEN
0500 STA TMPCTR2 ;NO. OF OIMS
0510 STA FRO ;CONVERT TO FLOATING POINT
0520 LOA #0
0530 STA FRO + 1
0540 JSR IFP
0550 LOA FLTB
0560 STA FLPTR
0570 LOA FLTB + 1
0580 STA FLPTR + 1
0590 JSR FSTOP ;STORE NO. OF OIMS -> FLTB
0600 ;TEST #OIMS: ZERO MEANS 'A' IS SCALAR
0610 LOA TMPCTR2
0620 BNE CFAVEC
0630 STA LCOUNT + 1 ;M.S.BYTE <- 0
0640 LOA #1 ;ONE DATA VALUE TO TRANSFER
0650 STA LCOUNT
0660 JMP CFLOOPENRY
0670 ;'A' IS A VECTOR
0680 CFAVEC
0690 LOA #1
0700 ;INIT INOEX FOR PUTTING HEADER INTO (Z2)
0710 STA ZTMP
0720 ;LOOP THRU AAOR HEADER, CONVERTING
0730 ; EACH LENGTH TO FLOATING POINT
0740 ; AND STORE IN FLTB
0750 CFCPYLENGS
0760 LOY ZTMP
0770 LOA (Z2),Y ;GET LENGTH (INTEGER)
0780 STA FRO ; AND CONVERT TO FLOATING POINT
0790 INY
0800 LOA (Z2),Y
0810 STA FRO + 1
0820 INY
0830 STY ZTMP ;STORE INOEX FOR NEXT ITERATION
0840 JSR IFP
0850 ;INCR. FLTB TO NEXT POSITION AND STORE
0860 ; FLOATING POINT LENGTH
0870 LOA OELTAB
0880 LOY #FLTB-PTBASE;AOVANCE FLTB
0890 CLC
0900 JSR PTRAOVANCE
0910 LOA FLTB
0920 STA FLPTR
0930 LOA FLTB + 1
0940 STA FLPTR + 1
0950 JSR FSTOP
0960 ;DECR. NO OF LENGTHS TO PROCESS & LOOP
0970 DEC TMPCTR2
0980 BNE CFCPYLENGS
0990 ;CALC LCOUNT, BASED UPON AAOR HEAOER
1000 ; (Z2 POINTS TO AAOR)
1010 JSR LCCALC
1020 BCC CFLOOPENRY
1030 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'O ERROR CODE
1040 ;
1050 CFLOOPENRY
1060 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1070 BEQ CFLOOPEXIT
1080 ;
1090 CFCPYLOOP
1100 ;FOR LCOUNT ITERATIONS, FETCH (AAOR) INTO FRO,
1110 ;CONVERT, AND THEN STORE BACK TO (FLTA)
1120 LOA AAOR
1130 STA FLPTR
1140 LOA AAOR + 1
1150 STA FLPTR + 1
1160 JSR LOOA ;IN MOOULE AOOMULT3.ASM
1170 LOA #FRO & $FF; STORE "FRO" IN FLPTR
1180 STA FLPTR
1190 LOA #FRO / $100
1200 STA FLPTR + 1
1210 ;CONVERT TO CASE-3 FIXED POINT IF POSSIBLE
1220 JSR CF ;IN MOOULE COMMON3.ASM
1230 ;IGNORE SUCCESS OR FAILURE ('C' FLAG)
1240 LOA FLTA
1250 STA FLPTR
1260 LOA FLTA + 1
1270 STA FLPTR + 1
1280 JSR FSTOP ;STORE DATA ELEMENT
1290 ;
1300 ;INCR. FLTA AND AAOR TO NEXT LOCATION
1310 LOA OELTAR
1320 LOY #FLTA-PTBASE;AOVANCE FLTA
1330 CLC
1340 JSR PTRAOVANCE
1350 LOA OELTAA
1360 LOY #AAOR-PTBASE;AOVANCE AAOR
1370 CLC
1380 JSR PTRAOVANCEAGN
1390 JSR OECLCOUNT
1400 BNE CFCPYLOOP
1410 CFLOOPEXIT
1420 JSR NOERROR ;SUCCESSFUL EXIT
1430 JMP TIMEROFF
1440 ;
1450 ;
1460 ;

```

9. Appendix III: C4TOFLT.ASM

```
10 .PAGE "CASE4 TO FLOAT MODULE -CASE 4- 1/21/84"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;A CASE-4 DATA STRUCTURE INTO A BASIC-COMPATIBLE
70 ;FLOATING POINT ARRAY, AND A SEPARATE
80 ;FLOATING POINT SHAPE VECTOR.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AAOR POINTS TO THE CASE-4 INPUT
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 CASETOFLT NOP
0200 JSR TIMERON ;INITIALIZE TIMER
0210 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0220 JSR UNLOAD4ARGS
0230 BCC CTOFOK
0240 JMP TIMEROFF ;ERR RTN: DUMPARGS
0250 ;
0260 ;ASSIGN Z2 AS AADR & LOAD ALL DELTA'S
0270 CTOFOK
0280 LDA AAOR
0290 STA Z2
0300 LDA AADR + 1
0310 STA Z2 + 1
0320 LDA #6
0330 STA OELTAR ;INCREMENTS FLTA
0340 STA OELTAB ;INCREMENTS FLTB
0350 LDA #2
0360 STA DELTAO ;INCREMENT FOR OADR
0370 ;(FLTB) WILL RECEIVE RANK SPEC: GET # DIMS
0380 LDY #0
0390 LOA (Z2),Y ;2 * NO. OF DIMS
0400 LOY #AAOR-PTBASE;ADVANCE AAOR PAST HDR
0410 SEC ;2 * NO. OF DIMS + 1
0420 JSR PTRADVANCE
0430 LOY #0
0440 LOA (Z2),Y ;2 * NO. OF DIMS
0450 LSR A ; NUMBER OF DIMENSIONS
0460 BCC CTOFDIMEVEN
0470 LDA # EODIMENSION ;BUG! SHOULD BE EVEN
0480 JSR ERROR
0490 JMP TIMEROFF ; ERROR RETURN
0500 CTOFDIMEVEN
0510 STA TMPCTR2 ;NO. OF DIMS
0520 STA FRO ;CONVERT TO FLOATING POINT
0530 LDA #0
0540 STA FRO + 1
0550 JSR IFP
0560 LDA FLTB
0570 STA FLPTR

0580 LOA FLTB + 1
0590 STA FLPTR + 1
0600 JSR FSTOP ;STORE NO. OF DIMS -> FLTB
0610 ;TEST #DIMS: ZERO MEANS 'A' IS SCALAR
0620 LDA TMPCTR2
0630 BNE CFAVEC
0640 STA LCOUNT + 1 ;M.S.BYTE <- 0
0650 LDA #1 ;ONE DATA VALUE TO TRANSFER
0660 STA LCOUNT
0670 JMP CFLOOPENTRY
0680 ;'A' IS A VECTOR
0690 CFAVEC
0700 LDA #1
0710 ;INIT INOEX FOR PUTTING HEADER INTO (Z2)
0720 STA ZTMP
0730 ;LOOP THRU AADR HEADER, CONVERTING
0740 ; EACH LENGTH TO FLOATING POINT
0750 ; AND STORE IN FLTB
0760 CFCPYLENGS
0770 LDY ZTMP
0780 LOA (Z2),Y ;GET LENGTH (INTEGER)
0790 STA FRO ; AND CONVERT TO FLOATING POINT
0800 INY
0810 LOA (Z2),Y
0820 STA FRO + 1
0830 INY
0840 STY ZTMP ;STORE INDEX FOR NEXT ITERATION
0850 JSR IFP
0860 ;INCR. FLTB TO NEXT POSITION AND STORE
0870 ; FLOATING POINT LENGTH
0880 LDA DELTAB
0890 LOY #FLTB-PTBASE;ADVANCE FLTB
0900 CLC
0910 JSR PTRADVANCE
0920 LDA FLTB
0930 STA FLPTR
0940 LDA FLTB + 1
0950 STA FLPTR + 1
0960 JSR FSTOP
0970 ;DECR. NO OF LENGTHS TO PROCESS & LOOP
0980 DEC TMPCTR2
0990 BNE CFCPYLENGS
1000 ;CALC LCOUNT, BASED UPON AADR HEAOER
1010 ; (Z2 POINTS TO AADR)
1020 JSR LCCALC
1030 BCC CFLOOPEXIT
1040 JMP TIMERDFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1050 ;
1060 CFLOOPEXIT
1070 ;XFER AADR (WHICH NOW POINTS TO DOPE
1080 ; VECTOR) INTO DADR
1090 LDA AADR
1100 STA DADR
1110 LDA AADR + 1
1120 STA OADR + 1
1130 JSR TSTLCDUNT ;TEST FOR NULL VECTOR
1140 BEQ CFLOOPEXIT
```

9. Appendix III: C4TOFLT.ASM

```
1150 ;
1160 CFCPYLOOP
1170 ;FOR LCOUNT ITERATIONS, FETCH ((DADR)) INTO FRO,
1180 ;CONVERT, AND THEN STORE BACK TO (FLTA)
1190 LDA DADR
1200 STA FLPTR
1210 LDA DADR + 1
1220 STA FLPTR + 1
1230 JSR LDOA ;IN MODULE ADDMULT4.ASM
1240 LDA #FRO & $FF; STORE "FRO" IN FLPTR
1250 STA FLPTR
1260 LOA #FRO / $100
1270 STA FLPTR + 1
1280 ;CONVERT TO CASE-3 FIXED POINT IF POSSIBLE
1290 JSR CF ;IN MODULE COMMON4.ASM
1300 ;IGNORE SUCCESS OR FAILURE ('C' FLAG)
1310 LDA FLTA
1320 STA FLPTR
1330 LDA FLTA + 1
1340 STA FLPTR + 1
1350 JSR FSTOP ;STORE DATA ELEMENT
1360 ;
1370 ;INCR. FLTA AND DADR TO NEXT LOCATION
1380 LDA DELTAR
1390 LDY #FLTA-PTRBASE;ADVANCE FLTA
1400 CLC
1410 JSR PTRADVANCE
1420 LDA DELTAO
1430 LDY #DADR-PTRBASE;ADVANCE DADR
1440 CLC
1450 JSR PTRADVANCEAGN
1460 JSR DECLCOUNT
1470 BNE CFCPYLOOP
1480 CFLOOPEXIT
1490 JSR NOERROR ;SUCCESSFUL EXIT
1500 JMP TIMEROFF
1510 ;
1520 ;
1530 ;
```


9. Appendix III: CASE0.ASM & CASE1.ASM

```
010000 .TITLE "CASE0.ASM 09/06/83"
010010 ;AUTHOR: DANIEL FLEYSHER
010020 ;
010030 ;
010040 ;THIS COMMAND FILE COLLECTS CASE 0 MODULES,
010050 ;WHICH IMPLEMENT APL OPERATORS ADD, MULTIPLY
010060 ;AND SELECTION ON STRICTLY HOMOGENOUS ARRAYS
010070 ;AND SCALARS, CONTAINING DATA ELEMENTS IN
010080 ;6-BYTE FLOATING POINT FORMAT.
010090 ;
010100 ;
010110 ;
010120 .INCLUDE #D:DEFS.ASM
010130 .INCLUDE #D:ADDMULT0.ASM
010140 .INCLUDE #O:SELECT0.ASM
010150 .INCLUDE #D:COMMON0.ASM
010160 .INCLUDE #D:FLTTOC0.ASM
010170 .INCLUDE #D:C0TOFLT.ASM
010180 .INCLUDE #D:ARGPASS.ASM
010190 .INCLUDE #D:UTILITY.ASM
010200 .END
```

```
010000 .TITLE "CASE1.ASM 10/01/83"
010010 ;AUTHOR: DANIEL FLEYSHER
010020 ;
010030 ;
010040 ;THIS COMMAND FILE COLLECTS CASE 1 MODULES,
010050 ;WHICH IMPLEMENT APL OPERATORS ADD, MULTIPLY
010060 ;AND SELECTION ON STRICTLY HOMOGENOUS ARRAYS
010070 ;AND SCALARS, CONTAINING DATA ELEMENTS IN
010080 ;6-8YTE FIXED POINT INTEGER FORMAT.
010090 ;
010100 ;
010110 ;
010120 .INCLUDE #D:DEFS.ASM
010130 .INCLUDE #D:ADDMULT1.ASM
010140 .INCLUDE #D:IADD1.ASM
010150 .INCLUDE #D:IMUL1.ASM
010160 .INCLUDE #D:SELECT1.ASM
010170 .INCLUDE #D:COMMON1.ASM
010180 .INCLUDE #D:FLTTOC1.ASM
010190 .INCLUDE #D:C1TOFLT.ASM
010200 .INCLUDE #D:ARGPASS.ASM
010210 .INCLUDE #D:UTILITY.ASM
010220 .INCLUDE #D:TABLES.ASM
010230 .END
```

9. Appendix III: CASE2.ASM & CASE3.ASM

```
010000 .TITLE "CASE2.ASM 11/06/83"
010010 ;AUTHOR: DANIEL FLEYSHER
010020 ;
010030 ;
010040 ;THIS COMMAND FILE COLLECTS CASE 2 MODULES,
010050 ;WHICH IMPLEMENT APL OPERATORS ADD, MULTIPLY
010060 ;AND SELECTION ON HETEROGENEDUS ARRAYS AND
010070 ;SCALARS, CONTAINING MIXTURES OF DATA
010080 ;ELEMENTS IN 6-BYTE FIXED-POINT INTEGER
010090 ;AND FLOATING-POINT FORMAT.
010100 ;
010110 ;
010120 ;
010130 .INCLUDE #D:DEFS.ASM
010140 .INCLUDE #D:ADDMULT2.ASM
010150 .INCLUDE #D:IADD2.ASM
010160 .INCLUDE #D:IMUL2.ASM
010170 .INCLUDE #D:SELECT2.ASM
010180 .INCLUDE #D:COMMON2.ASM
010190 .INCLUDE #D:FLTTOC2.ASM
010200 .INCLUDE #D:C2TDFLT.ASM
010210 .INCLUDE #D:ARGPASS.ASM
010220 .INCLUDE #D:UTILITY.ASM
010230 .INCLUDE #D:TABLES.ASM
010240 .END
```

```
010000 .TITLE "CASE3.ASM 12/12/83"
010010 ;AUTHOR: DANIEL FLEYSHER
010020 ;
010030 ;
010040 ;THIS COMMAND FILE COLLECTS CASE 3 MODULES,
010050 ;WHICH IMPLEMENT APL OPERATORS ADD, MULTIPLY
010060 ;AND SELECTION ON HETEROGENEDUS ARRAYS AND
010070 ;SCALARS, CONTAINING MIXTURES OF DATA
010080 ;ELEMENTS IN VARIABLE-LENGTH FIXED-POINT
010090 ;INTEGER FORMAT & 6-BYTE FLOATING-POINT
010100 ;FORMAT.
010110 ;
010120 ;
010130 .INCLUDE #D:DEFS.ASM
010140 .INCLUDE #D:ADDMULT3.ASM
010150 .INCLUDE #D:IADD3.ASM
010160 .INCLUDE #D:IMUL3.ASM
010170 .INCLUDE #D:SELECT3.ASM
010180 .INCLUDE #D:COMMON3.ASM
010190 .INCLUDE #D:FLTTOC3.ASM
010200 .INCLUDE #D:C3TDFLT.ASM
010210 .INCLUDE #D:ARGPASS.ASM
010220 .INCLUDE #D:UTILITY.ASM
010230 .INCLUDE #D:TABLES.ASM
010240 .END
```

9. Appendix IIII: CASE4.ASM & CASE4A.ASM

```
010000 .TITLE "CASE4.ASM 2/5/84"
010010 ;AUTHOR: DANIEL FLEYSHER
010020 ;
010030 ;
010040 ;THIS COMMAND FILE COLLECTS CASE 4 MODULES,
010050 ;WHICH IMPLEMENT APL OPERATORS ADD, MULTIPLY
010060 ;AND SELECTION ON HETEROGENEOUS ARRAYS AND
010070 ;SCALARS, CONTAINING MIXTURES OF DATA
010080 ;ELEMENTS IN VARIABLE-LENGTH FIXED-POINT
010090 ;INTEGER FORMAT & 6-BYTE FLOATING-POINT
010100 ;FORMAT.
010110 ;
010120 ;
010130 .INCLUDE #D:DEFS.ASM
010140 .INCLUDE #D:ADDMULT4.ASM
010150 .INCLUDE #D:IADD4.ASM
010160 .INCLUDE #D:IMUL4.ASM
010170 .INCLUDE #D:SELECT4.ASM
010180 .INCLUDE #D:COMMON4.ASM
010190 .INCLUDE #D:FLTTOC4.ASM
010200 .INCLUDE #D:C4TOFLT.ASM
010210 .INCLUDE #D:ARGPASS.ASM
010220 .INCLUDE #D:UTILITY.ASM
010230 .INCLUDE #D:TABLES.ASM
010240 .END
```

```
010000 .TITLE "CASE4A.ASM 1/15/84"
010010 ;AUTHOR: DANIEL FLEYSHER
010020 ;
010030 ;
010040 ;THIS COMMAND FILE COLLECTS CASE 4 MODULES,
010050 ;WHICH IMPLEMENT APL OPERATORS ADD, MULTIPLY
010060 ;AND SELECTION ON HETEROGENEOUS ARRAYS AND
010070 ;SCALARS, CONTAINING MIXTURES OF DATA
010080 ;ELEMENTS IN VARIABLE-LENGTH FIXED-POINT
010090 ;INTEGER FORMAT & 6-BYTE FLOATING-POINT
010100 ;FORMAT.
010110 ;
010120 ;
010130 .INCLUDE #D:DEFS.ASM
010140 .INCLUDE #D:ADDMULT4.ASM
010150 .INCLUDE #D:IADD4.ASM
010160 .INCLUDE #D:IMUL4.ASM
010170 .INCLUDE #D:SELECT4A.ASM
010180 .INCLUDE #D:COMMON4.ASM
010190 .INCLUDE #D:FLTTOC4.ASM
010200 .INCLUDE #D:C4TOFLT.ASM
010210 .INCLUDE #D:ARGPASS.ASM
010220 .INCLUDE #D:UTILITY.ASM
010230 .INCLUDE #D:TABLES.ASM
010240 .ENO
```

9. Appendix III: COMMON0.ASM

```
10 .PAGE "ADD/MULT/SEL COMMON MODULE -CASE 0-
09/06/B3"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS CODE COMMON TO ADDITION,
60 ;MULTIPLICATION, AND SELECTION OPERATIONS.
70 ;THE CODE IN THIS MODULE DEALS WITH THE
80 ;FINAL SETUP OF THE RESULTANT MATRIX AND
90 ;ITS HEADER, THE CALCULATION OF LCOUNT
0100 ;WHICH CONTAINS THE NUMBER OF ITERATIONS
0110 ;FOR THE ADD/MULT/SEL LOOPS, AND THE
0120 ;ROUTINE ADVANCEMENT OF DATA POINTERS.
0130 ;
0140 ;
0150 ;
0160 ;'B' IS A VECTOR BUT 'A' IS A SCALAR
0170 ;Z1  AADR, Z2 = BAOR
0180 ;AREG  2 * NO. OF DIMS FOR 'B'
0190 ;
0200 ;ENTRY FROM ADD/MULT MODULE
0210 BVECASCAL
0220 ;
0230 ;REASSIGN Z1 AS BAOR.
0240 ;'R'S HEADER WILL BE COPIED FROM 'B'S
0250 ;
0260 ;ENTRY FROM SELECT MODULE
0270 REASSIGNZ1
0280  LOA BAOR
0290  STA Z1
0300  LOA BAOR + 1
0310  STA Z1 + 1
0320 ;RELOAD AREG WITH 2 * NO. OF DIMS FOR 'B'
0330  LOY #0
0340  LOA (Z1),Y
0350  LOY #BAOR-PTRBASE;ADVANCE BAOR PAST HOR
0360  SEC ;2 * NO. OF DIMS + 1
0370  JSR PTRADVANCE
0380  LOA #6
0390  STA DELTAB ;DELTAA PREVIOUSLY SET
0400 ;
0410 ;'R' WILL BE A VECTOR
0420 ;Z1 = AADR OR BAOR (WHICHEVER IS A VECTOR)
0430 ;ROUTINE RVEC IS SHARED BETWEEN
0440 ; ADD/MULT AND SELECT OPERATIONS
0450 ;
0460 ;ENTRY FROM ADD/MULT MODULE
0470 RVEC NOP
0480  LOA #6
0490  STA DELTAR
0500 ;REASSIGN Z2  RAOR
0510  LOA RAOR
0520  STA Z2
0530  LOA RAOR + 1
0540  STA Z2 + 1
0550  LOY #0
0560  LOA (Z1),Y ;2 * NO. OF DIMS

0570  STA (Z2),Y ; COPIED TO 'R' HEADER
0580 ;SAVE 2 * NO. OF DIMS  IN ZTMP
0590  STA ZTMP
0600 ;INCR. RAOR PAST 'R'S HEADER
0610  LOY #RAOR-PTRBASE;ADVANCE RAOR
0620  SEC ;2 * NO. OF DIMS + 1
0630  JSR PTRADVANCE
0640 ;COPY DIM LENGTHS FROM Z1 HEADER
0650 ; ('A' OR 'B') TO Z2 HEADER ('R')
0660  LOY ZTMP
0670  OLCOPY NOP
0680  LOA (Z1),Y
0690  STA (Z2),Y
0700  DEY
0710  BNE OLCOPY
0720  JSR LCCALC ;CALCULATE LOOP COUNT
0730  BCS BADCALC
0740  JSR NOERROR ;REPORT SUCCESS TO CALLER
0750  BADCALC
0760  RTS ;END OF LOOPSETUP FOR VECTORS
0770 ;
0780 ;
0790 ;
0800 ;SUBR. TO CALCULATE NO. OF LOOP ITERATIONS
0810 ; USING HEADER POINTED TO BY Z2
0820 ;CONSTANT: FLOATING POINT "1"
0830  FLT1 .BYTE $40, 1, 0, 0, 0, 0
0840 ;
0850 ;CALLED BY VIRTUALLY ALL MODULES
0860  LCCALC NOP
0870 ;THIS ROUTINE USES TMPCTR1
0880 ;PUT A FLOATING POINT 1 IN FRO
0890  LOA #FLT1 & $FF
0900  STA FLPTR
0910  LOA #FLT1 / $100
0920  STA FLPTR + 1
0930  JSR FLOOP
0940 ;SAVE 2 * # OF DIMENSIONS IN TMPCTR1
0950  LOY #0
0960  LOA (Z2),Y
0970  STA TMPCTR1
0980 ;LOOP THRU DIM LENGTHS, FINDING PRODUCT
0990  LCLoop NOP
1000  LOY TMPCTR1
1010  BEQ LCOONE
1020  JSR FMOVE ;ACCUMULATED PRODUCT -> FR1
1030  LOA (Z2),Y ;GET MSBYTE OF LENGTH
1040  STA FRO + 1
1050  DEY
1060  LOA (Z2),Y ;GET LSBYTE OF LENGTH
1070  STA FRO
1080  DEY
1090  STY TMPCTR1
1100 ;CONVERT LENGTH TO FLOATING POINT IN FRO
1110  JSR IFP
1120 ;MULTIPLY LENGTH TIMES ACCUMULATED PRODUCT
1130  JSR FMUL
```

9. Appendix IIII: COMMON0.ASM

```
1140 BCC LCLOOP ;UNCONO. BRANCH UNLESS ERROR
1150 BCS LCERR ;IMPOSSIBLE ERROR
1160 LCOONE NOP
1170 ;CONVERT PROOUCT BACK TO INTEGER
1180 JSR FPI
1190 BCS LCERR ; TOO MANY ITERATIONS
1200 LOA FRO ;STORE RESULT IN LOOP COUNTER
1210 STA LCOUNT
1220 LOA FRO + 1
1230 STA LCOUNT + 1
1240 JSR NOERROR
1250 RTS
1260 LCERR
1270 LOA #EMEMOVERFLOW ;EXCESSIVE LOOP COUNT
1280 JSR ERROR
1290 RTS
1300 ;
1310 ;
1320 ;
1330 ;ROUTINE TO OECREMENT LOOP COUNTER
1340 ; AND SET ZFLAG ACCOROING TO RESULT.
1350 OECLCOUNT
1360 LOA LCOUNT ;TEST L.S.BYTE
1370 BEQ OECO ;HANOLE BORROW SPECIALLY
1380 OEC LCOUNT
1390 BNE OECLCEXIT
1400 LOA LCOUNT + 1 ;TEST M.S.BYTE
1410 OECLCEXIT
1420 RTS
1430 OECO
1440 OEC LCOUNT + 1 ;BORROW FROM M.S.BYTE
1450 OEC LCOUNT ;OECR. L.S.BYTE
1460 RTS
1470 ;
1480 ;
1490 ;
1500 ;ROUTINE TO TEST LCOUNT FOR ZERO CONOITION
1510 TSTLCOUNT
1520 LOA LCOUNT
1530 BEQ TSTLC1
1540 RTS
1550 TSTLC1
1560 LOA LCOUNT + 1
1570 RTS
1580 ;
1590 ;
1600 ;
1610 ;ROUTINE TO AOVANCE BUFFER POINTER
1620 ; POINTEO TO BY YREG BY AMOUNT IN AREG
1630 ;USES ZERO PAGE REGISTER FLTPTR
1640 ;
1650 ;CALLED BY VIRTUALLY ALL MOOULES
1660 PTRAOVANCE NOP
1670 TAX ;SAVE AREG TEMPORARILY IN XREG
1680 LOA #PTRBASE & $FF
1690 STA FLPTR
1700 LOA #PTRBASE / $100
1710 STA FLPTR + 1
1720 TXA ;RESTORE AREG
1730 ;
1740 PTRAOVANCEAGN
1750 ;STATE OF 'C' FLAG SET BY CALLER
1760 AOC (FLPTR),Y
1770 STA (FLPTR),Y
1780 LOA #0
1790 INY
1800 AOC (FLPTR),Y
1810 STA (FLPTR),Y
1820 RTS
1830 ;
1840 ;
1850 ;
```

9. Appendix III: COMMON1.ASM

```

10 .PAGE "ADD/MULT/SEL/F/C COMMON MODULE -CASE 1-
    10/11/B3"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS CODE COMMON TO ALL
60 ;CALCULATION MODULES.
70 ;THE CODE IN THIS MODULE DEALS WITH THE
80 ;FINAL SETUP OF THE RESULTANT MATRIX AND
90 ;ITS HEADER, THE CALCULATION OF LCOUNT
0100 ;WHICH CONTAINS THE NUMBER OF ITERATIONS
0110 ;FOR THE ADD/MULT/SEL LOOPS, AND THE
0120 ;ROUTINE ADVANCEMENT OF DATA POINTERS.
0130 ;ALSO INCLUDED IS CODE TO CONVERT IN BOTH
0140 ;DIRECTIONS BETWEEN A CASE-1 INTEGER
0150 ;AT A LOCATION POINTED TO BY FLPTR
0160 ;AND A FLOATING POINT VALUE IN FRO.
0170 ;
0180 ;
0190 ;
0200 ;'B' IS A VECTOR BUT 'A' IS A SCALAR
0210 ;Z1  AAOR, Z2  BAOR
0220 ;AREG  2 * NO. OF DIMS FOR 'B'
0230 ;
0240 ;ENTRY FROM ADD/MULT MODULE
0250 BVECASCAL
0260 ;
0270 ;REASSIGN Z1 AS BAOR.
0280 ;'R'S HEADER WILL BE COPIED FROM 'B'S
0290 ;
0300 ;ENTRY FROM SELECT MODULE
0310 REASSIGNZ1
0320  LOA BAOR
0330  STA Z1
0340  LOA BAOR + 1
0350  STA Z1 + 1
0360 ;RELOAD AREG WITH 2 * NO. OF DIMS FOR 'B'
0370  LOY #0
0380  LOA (Z1),Y
0390  LOY #BAOR-PTBASE;ADVANCE BAOR PAST HOR
0400  SEC ;2 * NO. OF DIMS + 1
0410  JSR PTRADVANCE
0420  LOA #6
0430  STA DELTAB ;DELTAA PREVIOUSLY SET
0440 ;
0450 ;'R' WILL BE A VECTOR
0460 ;Z1  AAOR OR BAOR (WHICHEVER IS A VECTOR)
0470 ;ROUTINE RVEC IS SHARED BETWEEN
0480 ; ADD/MULT AND SELECT OPERATIONS
0490 ;
0500 ;ENTRY FROM ADD/MULT MODULE
0510 RVEC NOP
0520  LOA #6
0530  STA DELTAR
0540 ;REASSIGN Z2  RAOR
0550  LOA RAOR
0560  STA Z2
0570  LOA RAOR + 1
0580  STA Z2 + 1
0590  LOY #0
0600  LOA (Z1),Y ;2 * NO. OF DIMS
0610  STA (Z2),Y ; COPIED TO 'R' HEADER
0620 ;SAVE 2 * NO. OF DIMS IN ZTMP
0630  STA ZTMP
0640 ;INCR. RAOR PAST 'R'S HEADER
0650  LOY #RAOR-PTBASE;ADVANCE RAOR
0660  SEC ;2 * NO. OF DIMS + 1
0670  JSR PTRADVANCE
0680 ;COPY DIM LENGTHS FROM Z1 HEADER

0690 ; ('A' OR 'B') TO Z2 HEADER ('R')
0700  LOY ZTMP
0710  OLCOPY NOP
0720  LOA (Z1),Y
0730  STA (Z2),Y
0740  OEY
0750  BNE OLCOPY
0760  JSR LCCALC ;CALCULATE LOOP COUNT
0770  BCS BAOCALC
0780  JSR NOERROR ;REPORT SUCCESS TO CALLER
0790 BAOCALC
0800  RTS ;END OF LOOPSETUP FOR VECTORS
0810 ;
0820 ;
0830 ;
0840 ;SUBR. TO CALCULATE NO. OF LOOP ITERATIONS
0850 ; USING HEADER POINTED TO BY Z2
0860 ;CONSTANT: FLOATING POINT "1"
0870 INT1 .BYTE 0, 0, 0, 0, 0, 1
0880 ;
0890 ;CALLED BY VIRTUALLY ALL MODULES
0900 LCCALC NOP
0910 ;THIS ROUTINE USES TMPCTR1
0920 ;PUT A CASE-1 INTEGER 1 IN FRO
0930  LOA #INT1 & $FF
0940  STA FLPTR
0950  LOA #INT1 / $100
0960  STA FLPTR + 1
0970  JSR FLOOP
0980 ;SAVE 2 * # OF DIMENSIONS IN TMPCTR1
0990  LOY #0
1000  LOA (Z2),Y
1010  STA TMPCTR1
1020 ;LOOP THRU DIM LENGTHS, FINDING PRODUCT
1030 LCLEOP NOP
1040  LOY TMPCTR1
1050  BEQ LCOONE
1060  JSR FMOVE ;ACCUMULATED PRODUCT -> FR1
1070  LOA (Z2),Y ;GET MSBYTE OF LENGTH
1080  STA FRO + 1
1090  OEY
1100  LOA (Z2),Y ;GET LSBYTE OF LENGTH
1110  STA FRO
1120  OEY
1130  STY TMPCTR1
1140 ;CONVERT LENGTH TO CASE-1 INTEGER IN FRO
1150  JSR IFP ;INTEGER TO FLOATING POINT
1160  JSR FC ;F.P. TO CASE-1 INTEGER
1170 ;MULTIPLY LENGTH TIMES ACCUMULATED PRODUCT
1180  JSR IMUL
1190  BCC LCLEOP ;UNCOND. BRANCH UNLESS ERROR
1200  BCS LCERR ;IMPOSSIBLE ERROR
1210 LCOONE NOP
1220 ;CONVERT PRODUCT BACK TO INTEGER
1230  JSR CF ;CASE-1 TO FLOATING POINT
1240  JSR FPI ;FLOATING POINT TO INTEGER
1250  BCS LCERR ; TOO MANY ITERATIONS
1260  LOA FRO ;STORE RESULT IN LOOP COUNTER
1270  STA LCOUNT
1280  LOA FRO + 1
1290  STA LCOUNT + 1
1300  JSR NOERROR
1310  RTS
1320 LCERR
1330  LOA #EMEMOVERFLOW ;EXCESSIVE LOOP COUNT
1340  JSR ERROR
1350  RTS
1360 ;
1370 ;

```

9. Appendix III: COMMON1.ASM

```

1380 ;
1390 ;ROUTINE TO DECREMENT LOOP COUNTER
1400 ; AND SET ZFLAG ACCORDING TO RESULT.
1410 OECLCOUNT
1420 LOA LCOUNT ;TEST L.S.BYTE
1430 BEQ OECO ;HANDLE BORROW SPECIALLY
1440 OEC LCOUNT
1450 BNE OECLCEXIT
1460 LOA LCOUNT + 1 ;TEST M.S.BYTE
1470 OECLCEXIT
1480 RTS
1490 OECO
1500 OEC LCOUNT + 1 ;BORROW FROM M.S.BYTE
1510 OEC LCOUNT ;OECR. L.S.BYTE
1520 RTS
1530 ;
1540 ;
1550 ;
1560 ;ROUTINE TO TEST LCOUNT FOR ZERO CONOITION
1570 TSTLCOUNT
1580 LOA LCOUNT
1590 BEQ TSTLC1
1600 RTS
1610 TSTLC1
1620 LOA LCOUNT + 1
1630 RTS
1640 ;
1650 ;
1660 ;
1670 ;ROUTINE TO AOVANCE BUFFER POINTER
1680 ; POINTEO TO BY YREG BY AMOUNT IN AREG
1690 ;USES ZERO PAGE REGISTER FLTPTR
1700 ;
1710 ;CALLED BY VIRTUALLY ALL MOOULES
1720 PTRAOVANCE NOP
1730 TAX ;SAVE AREG TEMPORARILY IN XREG
1740 LOA #PTRBASE & $FF
1750 STA FLPTR
1760 LOA #PTRBASE / $100
1770 STA FLPTR + 1
1780 TXA ;RESTORE AREG
1790 ;
1800 PTRAOVANCEAGN
1810 ;STATE OF 'C' FLAG SET BY CALLER
1820 AOC (FLPTR),Y
1830 STA (FLPTR),Y
1840 LOA #0
1850 INY
1860 AOC (FLPTR),Y
1870 STA (FLPTR),Y
1880 RTS
1890 ;
1900 ;
1910 ;
1920 ;LOCAL PAGE ZERO DEFINITIONS FOR FC & CF
1930 ;THESE LOCATIONS ARE WITHIN AREA USEO
1940 ;BY FLOATING POINT PACKAGE
1950 FR2 $0A ; THRU $0F
1960 ZSAVE $00
1970 ;
1980 ;
1990 ;
2000 ;ENTRY FROM FLTTOC1
2010 ;SUBROUTINE TO CONVERT THE CONTENTS
2020 ;OF FRO TO CASE-1 REPRESENTATION IF
2030 ;POSSIBLE, AND STORE THE RESULT BACK
2040 ;INTO FRO. A PSEUDO-"FUZZ" IS IMPLEMENTEO
2050 ;SO THAT FLOATING POINT NUMBERS SUCH
2060 ;AS 1.99999999 WILL BE ROUNOEO TO 2.

2070 ;
2080 FC
2090 ;XREG POINTER INTO FRO
2100 ;YREG = POINTER INTO TEMP OESTINATION FR2
2110 ;
2120 ;EXAMINE EXPONENT: CANOIOATE FOR INTEGER?
2130 LOX #0
2140 LOY #0
2150 LOA FRO ;GET EXPONENT/SIGN BYTE
2160 ANO #$7F ;ISOLATE EXPONENT PART
2170 BEQ FCZEROSPECIAL ;ZERO SPECIAL CASE
2180 SEC ;CALC. SHIFT COUNT:
2190 SBC #$40 ;1ST SUBTRACT MIN. EXPONENT
2200 BMI FCNOTINTEG ;EXPONENT WAS TOO SMALL
2210 STA ZSAVE ;SAVE OELTA EXP. TEMPORARILY
2220 LDA #$44 $40;LEGAL RANGE FOR OELTA EXP
2230 SEC ;SUBTRACT OELTA EXP FROM
2240 SBC ZSAVE ;LEGAL RANGE TO YIELO
2250 STA ZSAVE ;SHIFT COUNT: SAVE IT
2260 BMI FCNOTINTEG ;EXPONENT WAS TOO BIG
2270 ;LOOKS LIKE WE MIGHT HAVE AN INTEGER HERE.
2280 ;GET AND STORE SIGN BIT & ZERO EXPONENT
2290 LOA FRO ;GET EXP/SIGN BYTE AGAIN
2300 ANO #$80 ;ISOLATE SIGN, ZERO EXPONENT
2310 STA FR2 ;FIRST BYTE OF RESULT
2320 ;LOOP AND STORE LEADING ZEROS IN RESULT
2330 ;UP THRU SHIFT COUNT POSITION
2340 LOA #0
2350 FCZEROLoop
2360 CPY ZSAVE ;REACHEO SHIFT COUNT?
2370 BPL FCTRANSLoop
2380 INY
2390 STA FR2,Y ;STORE ANOTHER LEADING ZERO
2400 JMP FCZEROLoop ;AND LOOP AGAIN
2410 ;TRANSFER OIGITS INTO INTEGER STARTING
2420 ;AT POSITION (SHIFTCOUNT + 1)
2430 FCTRANSLoop
2440 INY
2450 INX
2460 LDA FRO,X ;GET NEXT PAIR OF OIGITS
2470 STA FR2,Y ;AND STORE
2480 CPY #5 ;FILLEO ALL 6 BYTES YET?
2490 BMI FCTRANSLoop
2500 ;CHECK REMAINING OIGITS IN FRO: MUST
2510 ;BE ALL ZERO, OR ELSE MUST BE ALL 9'S,
2520 ;IN WHICH CASE THE INTEGER MUST BE ROUNOEO
2530 ;UP. ANY OTHER TRAILER MEANS WE HAVE
2540 ;A FLOATING POINT FRACTION, AND ARGUMENT
2550 ;IN FRO DOESN'T QUALIFY AS AN INTEGER.
2560 STX ZSAVE ;SAVE TRAILER INOEX OF FRO
2570 FCCKOLoop
2580 CPX #5 ;TRANSFEREO ALL OF FRO?
2590 BPL FCCEXIT
2600 INX
2610 LDA FRO,X ;GET NEXT PAIR OF OIGITS
2620 BEQ FCCKOLoop ;AND CHECK FOR ZERO
2630 ;IT'S NOT A TRAILER OF ALL ZEROS: TRY 9'S
2640 LOX ZSAVE ;RETRIEVE SAVEO FRO INOEX
2650 FCCK9Loop
2660 CPX #5 ;TRANSFEREO ALL OF FRO?
2670 BPL FCROUNOUP ;YES: 9-TRAILER: ROUNO UP
2680 INX
2690 LDA FRO,X ;GET NEXT PAIR OF OIGITS
2700 CMP #$99 ;IS IT A PAIR OF 9'S?
2710 BEQ FCCK9Loop
2720 ;
2730 ;CONTENTS OF FRO FAILEO TO QUALIFY AS
2740 ;AN INTEGER: RETURN ERROR
2750 FCNOTINTEG

```

9. Appendix III: COMMON1.ASM

```

2760 CLD ;IN CASE D WAS SET BY FCROUNDUP
2770 LDA #EFPOUTOFRANGE
2780 JSR ERROR
2790 RTS ;ERROR RETURN
2800 ;
2810 ;SPECIAL CASE: FLOATING POINT 0 ALL ZERO'S
2820 FCZEROSPECIAL
2830 JMP CFZEROSPECIAL ;FRO GETS ALL ZERO'S
2840 ;
2850 ;ROUND UP INTEGER WITH A 9999... TRAILER
2860 FCROUNDUP
2870 SED ;DECIMAL ADDITION MODE
2880 SEC ;CARRY USED TO INCREMENT INTEGER
2890 LDY #5
2900 FCRUPLOOP
2910 LDA FR2,Y ;GET BYTE TO BE INCREMENTED
2920 ADC #0 ;ADD CARRY BIT TO IT
2930 STA FR2,Y ;STORE IT BACK AGAIN
2940 BCC FCRUPEXIT ;IF NEW CARRY 0, WE'RE DONE
2950 DEY ;BACK UP TO MORE SIGNIF. BYTE
2960 BEQ FCNOTINTEG ;CARRY PROPAGATED INTO SIGN
2970 JMP FCRUPLOOP ;INCREMENT NEXT BYTE
2980 FCRUPEXIT
2990 CLD ;RESET BACK TO BINARY MODE
3000 ;
3010 ;COPY TEMP RESULT IN FR2 BACK INTO FRO
3020 FCEXIT
3030 LDX #5
3040 FCEXITLOOP
3050 LDA FR2,X
3060 STA FRO,X
3070 DEX
3080 BPL FCEXITLOOP
3090 CLC ;INDICATE SUCCESSFUL EXIT: JSR NOERROR
3100 RTS ; WOULD DESTROY CONTENTS OF FRO
3110 ;
3120 ;
3130 ;
3140 ;ENTRY FROM C1TOFLT
3150 ;SUBROUTINE TO CONVERT THE CASE-1
3160 ;INTEGER LOCATED @FLPTR INTO FLOATING
3170 ;POINT REPRESENTATION IN FRO, IF POSSIBLE.
3180 ;
3190 CF
3200 ;XREG POINTER INTO FRO
3210 ;YREG POINTER INTO COPY OF ARG.IN FR2
3220 ;
3230 ;COPY INPUT CASE-1 ARG TO FR2
3240 LDY #5
3250 CFTMPLOOP
3260 LDA FRO,Y
3270 STA FR2,Y
3280 DEY
3290 BPL CFTMPLOOP
3300 ;
3310 ;EXAMINE EXPONENT: IS IT 0 (FOR CASE-1)?
3320 LDA FR2 ;GET SIGN/EXP. BYTE
3330 AND #$7F ;ISOLATE EXPONENT
3340 BNE CFNOTINTEG ;BAD EXPONENT
3350 LDA FR2 ;GET SIGN/EXP. AGAIN
3360 ORA #$45 ;INITIAL EXPONENT VALUE
3370 STA FRO ;STORE SIGN & EXPONENT
3380 ;SEARCH CASE-1 INTEGER FOR MOST SIGNIFICANT
3390 ;(NON-ZERO) BYTE
3400 LDY #0
3410 CFCKOLOOP
3420 INY ;NEXT BYTE POSITION
3430 CPY #6 ;SCANNED ALL BYTES?
3440 BPL CFZEROSPECIAL ;ALL ZEROS! SPECIAL CASE

3450 LDA FR2,Y ;GET BYTE
3460 BEQ CFCKOLOOP ;IF 0, GO BACK FOR ANOTHER
3470 ;FOUND MOST SIGNIFICANT BYTE
3480 ;YREG IS A MEASURE OF REQUIRED EXPONENT
3490 STY ZSAVE ;SAVE VALUE 0 TO 5
3500 LDA FRO ;INITIAL EXPONENT
3510 SEC ;SUBTRACT YREG TO
3520 SBC ZSAVE ;YIELD FINAL EXPONENT
3530 STA FRO ;STORE FINAL EXPONENT
3540 ;NOW TRANSFER SIGNIFICANT BYTES FROM
3550 ;CASE-1 INTEGER INTO FLOATING POINT
3560 ;MANTISSA
3570 LDX #1 ;INITIALIZE FRO INDEX
3580 CFTRANSLOOP
3590 LDA FR2,Y ;GET BYTE
3600 STA FRO,X ;STORE BYTE
3610 INX ;INCREM. FRO INDEX
3620 INY ;INCREM FLPTR INDEX
3630 CPY #6 ;TRANSFERED ALL CASE-1 BYTES?
3640 BMI CFTRANSLOOP
3650 ;FILL REMAINDER OF FRO WITH TRAILING ZEROS
3660 CFOENTRY
3670 LDA #0
3680 CFZEROLoop
3690 CPX #6 ;FINISHED LOADING FRO?
3700 BPL CFEXIT
3710 STA FRO,X ;STORE A TRAILING ZERO
3720 INX ;INCREM FRO INDEX
3730 JMP CFZEROLoop ; AND GO BACK FOR ANOTHER
3740 ;
3750 ;ERROR CONDITION: EXPONENT WASN'T ZERO
3760 CFNOTINTEG
3770 LDA #EFPOUTOFRANGE
3780 JSR ERROR
3790 RTS ;ERROR RETURN
3800 ;
3810 ;ENTRY POINT FROM MODULE ADDMULT1.ASM
3820 ;SPECIAL CASE: GENERATE FLOATING POINT ZERO
3830 CFZEROSPECIAL
3840 LDX #0 ;START WITH EXPONENT
3850 JMP CFOENTRY ;AND STORE 6 ZEROS
3860 ;
3870 ;SUCCESSFUL EXIT
3880 CFEXIT
3890 CLC ;INDICATE SUCCESSFUL EXIT: JSR NOERROR
3900 RTS ; WOULD DESTROY CONTENTS OF FRO
3910 ;
3920 ;
3930 ;

```


9. Appendix III: COMMON2.ASM

```
10 .PAGE "ADD/MULT/SEL/F/C COMMON MODULE -CASE 2-
    11/16/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS CODE COMMON TO ALL
60 ;CALCULATION MODULES.
70 ;THE CODE IN THIS MODULE DEALS WITH THE
80 ;FINAL SETUP OF THE RESULTANT MATRIX AND
90 ;ITS HEADER, THE CALCULATION OF LCOUNT
0100 ;WHICH CONTAINS THE NUMBER OF ITERATIONS
0110 ;FOR THE ADD/MULT/SEL LOOPS, AND THE
0120 ;ROUTINE ADVANCEMENT OF DATA POINTERS.
0130 ;ALSO INCLUDED IS CODE TO CONVERT A 6-BYTE
0140 ;ELEMENT POINTED TO BY FLPTR IN BOTH
0150 ;DIRECTIONS BETWEEN CASE-1 FIXED-POINT
0160 ;AND CASE-0 FLOATING POINT FORMAT.
0170 ;
0180 ;
0190 ;
0200 ;'B' IS A VECTOR BUT 'A' IS A SCALAR
0210 ;Z1  AADR, Z2  BADR
0220 ;AREG  2 * NO. OF DIMS FOR 'B'
0230 ;
0240 ;ENTRY FROM ADD/MULT MODULE
0250 BVECASCAL
0260 ;
0270 ;REASSIGN Z1 AS BADR.
0280 ;'R'S HEADER WILL BE COPIED FROM 'B'S
0290 ;
0300 ;ENTRY FROM SELECT MODULE
0310 REASSIGNZ1
0320 LDA BADR
0330 STA Z1
0340 LDA BADR + 1
0350 STA Z1 + 1
0360 ;RELOAD AREG WITH 2 * NO. OF DIMS FOR 'B'
0370 LDY #0
0380 LDA (Z1),Y
0390 LDY #BADR-PTRBASE;ADVANCE BADR PAST HDR
0400 SEC ;2 * NO. OF DIMS + 1
0410 JSR PTRADVANCE
0420 LDA #6
0430 STA DELTAB ;DELTAA PREVIOUSLY SET
0440 ;
0450 ;'R' WILL BE A VECTOR
0460 ;Z1  AADR OR BADR (WHICHEVER IS A VECTOR)
0470 ;ROUTINE RVEC IS SHARED BETWEEN
0480 ; ADD/MULT AND SELECT OPERATIONS
0490 ;
0500 ;ENTRY FROM ADD/MULT MODULE
0510 RVEC NOP
0520 LDA #6
0530 STA OELTAR
0540 ;REASSIGN Z2 = RADR
0550 LDA RADR
0560 STA Z2
0570 LDA RADR + 1
0580 STA Z2 + 1
0590 LDY #0
0600 LDA (Z1),Y ;2 * NO. OF DIMS
0610 STA (Z2),Y ; COPIED TO 'R' HEADER
0620 ;SAVE 2 * NO. OF DIMS IN ZTMP
0630 STA ZTMP
0640 ;INCR. RADR PAST 'R'S HEADER
0650 LDY #RADR-PTRBASE;ADVANCE RADR
0660 SEC ;2 * NO. OF DIMS + 1
0670 JSR PTRADVANCE
0680 ;COPY DIM LENGTHS FROM Z1 HEADER
0690 ; ('A' OR 'B') TO Z2 HEADER ('R')
0700 LDY ZTMP
0710 DLCOPY NOP
0720 LDA (Z1),Y
0730 STA (Z2),Y
0740 DEY
0750 BNE DLCOPY
0760 JSR LCCALC ;CALCULATE LOOP COUNT
0770 BCS BADCALC
0780 JSR NOERROR ;REPORT SUCCESS TO CALLER
0790 BADCALC
0800 RTS ;END OF LOOPSETUP FOR VECTORS
0810 ;
0820 ;
0830 ;
0840 ;SUBR. TO CALCULATE NO. OF LOOP ITERATIONS
0850 ; USING HEADER POINTED TO BY Z2
0860 ;CONSTANT: FLOATING POINT "1"
0870 INT1 .BYTE 0, 0, 0, 0, 0, 1
0880 ;
0890 ;CALLED BY VIRTUALLY ALL MODULES
0900 LCCALC NOP
0910 ;THIS ROUTINE USES TMPCTR1
0920 ;PUT A CASE-1 INTEGER 1 IN FRO
0930 LDA #INT1 & $FF
0940 STA FLPTR
0950 LDA #INT1 / $100
0960 STA FLPTR + 1
0970 JSR FLDOP
0980 ;SAVE 2 * # OF DIMENSIONS IN TMPCTR1
0990 LDY #0
1000 LDA (Z2),Y
1010 STA TMPCTR1
1020 ;LOOP THRU DIM LENGTHS, FINDING PRODUCT
1030 LCLOOP NOP
1040 LDY TMPCTR1
1050 BEQ LCDONE
1060 JSR FMOVE ;ACCUMULATED PRODUCT -> FR1
1070 LDA (Z2),Y ;GET MSBYTE OF LENGTH
1080 STA FRO + 1
1090 DEY
1100 LDA (Z2),Y ;GET LSBYTE OF LENGTH
1110 STA FRO
1120 DEY
1130 STY TMPCTR1
```

9. Appendix III: COMMON2.ASM

```
1140 ;CONVERT LENGTH TO CASE-1 INTEGER IN FRO
1150 JSR IFP ;INTEGER TO FLOATING POINT
1160 JSR FCO ;F.P. TO CASE-1 INTEGER
1170 BCS LCERR ;CONVERSION ERROR
1180 ;MULTIPLY LENGTH TIMES ACCUMULATED PRODUCT
1190 JSR IMUL
1200 BCC LCLOOP ;UNCOND. BRANCH UNLESS ERROR
1210 BCS LCERR ;IMPOSSIBLE ERROR
1220 LCDONE NOP
1230 ;CONVERT PRODUCT BACK TO INTEGER
1240 JSR CFO ;CASE-1 TO FLOATING POINT
1250 BCS LCERR ;CONVERSION ERROR
1260 JSR FPI ;FLOATING POINT TO INTEGER
1270 BCS LCERR ; TOO MANY ITERATIONS
1280 LDA FRO ;STORE RESULT IN LOOP COUNTER
1290 STA LCOUNT
1300 LDA FRO + 1
1310 STA LCOUNT + 1
1320 JSR NOERROR
1330 RTS
1340 LCERR
1350 LDA #EMEMOVERFLOW ;EXCESSIVE LOOP COUNT
1360 JSR ERROR
1370 RTS
1380 ;
1390 ;
1400 ;
1410 ;ROUTINE TO DECREMENT LOOP COUNTER
1420 ; AND SET ZFLAG ACCORDING TO RESULT.
1430 DECLCOUNT
1440 LDA LCOUNT ;TEST L.S.BYTE
1450 BEQ DECO ;HANDLE BORROW SPECIALLY
1460 DEC LCOUNT
1470 BNE DECLCEXIT
1480 LDA LCOUNT + 1 ;TEST M.S.BYTE
1490 DECLCEXIT
1500 RTS
1510 DECO
1520 DEC LCOUNT + 1 ;BORROW FROM M.S.BYTE
1530 DEC LCOUNT ;DECR. L.S.BYTE
1540 RTS
1550 ;
1560 ;
1570 ;
1580 ;ROUTINE TO TEST LCOUNT FOR ZERO CONDITION
1590 TSTLCOUNT
1600 LDA LCOUNT
1610 BEQ TSTLC1
1620 RTS
1630 TSTLC1
1640 LDA LCOUNT + 1
1650 RTS
1660 ;
1670 ;
1680 ;
1690 ;ROUTINE TO ADVANCE BUFFER POINTER
1700 ; POINTED TO BY YREG BY AMOUNT IN AREG
```

```
1710 ;USES ZERO PAGE REGISTER FLTPTR
1720 ;
1730 ;CALLED BY VIRTUALLY ALL MODULES
1740 PTRADVANCE NOP
1750 TAX ;SAVE AREG TEMPORARILY IN XREG
1760 LDA #PTRBASE & $FF
1770 STA FLPTR
1780 LDA #PTRBASE / $100
1790 STA FLPTR + 1
1800 TXA ;RESTORE AREG
1810 ;
1820 PTRADVANCEAGN
1830 ;STATE OF 'C' FLAG SET BY CALLER
1840 ADC (FLPTR),Y
1850 STA (FLPTR),Y
1860 LDA #0
1870 INY
1880 ADC (FLPTR),Y
1890 STA (FLPTR),Y
1900 RTS
1910 ;
1920 ;
1930 ;
1940 ;ROUTINE TO CONVERT CONTENTS OF FRO
1950 ;FROM FLOATING-POINT TO CASE-1 FIXED POINT.
1960 FCO
1970 LDA #FRO & $FF ;LOAD FLPTR WITH "FRO"
1980 STA FLPTR
1990 LDA #FRO / $100
2000 STA FLPTR+1
2010 JSR FC ;DO CONVERSION IF POSSIBLE
2020 BCC FCOEXIT ;DONE IF 'C' FLAG CLEAR
2030 LDA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2040 JSR ERROR ; INDICATE ERROR
2050 FCOEXIT
2060 RTS
2070 ;
2080 ;
2090 ;
2100 ;ROUTINE TO CONVERT CONTENTS OF FRO
2110 ;FROM CASE-1 FIXED POINT TO FLOATING POINT.
2120 CFO
2130 LDA #FRO & $FF ;LOAD FLPTR WITH "FRO"
2140 STA FLPTR
2150 LDA #FRO / $100
2160 STA FLPTR+1
2170 JSR CF ;DO CONVERSION IF POSSIBLE
2180 BCC CFOEXIT ;DONE IF 'C' FLAG CLEAR
2190 LDA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2200 JSR ERROR ; INDICATE ERROR
2210 CFOEXIT
2220 RTS
2230 ;
2240 ;
2250 ;
2260 ;ROUTINE TO CONVERT CONTENTS OF FR1
2270 ;FROM CASE-1 FIXED POINT TO FLOATING POINT.
```

9. Appendix III: COMMON2.ASM

```

2280 CF1
2290 LDA #FR1 & $FF ;LOAD FLPTR WITH "FR0"
2300 STA FLPTR
2310 LDA #FR1 / $100
2320 STA FLPTR+1
2330 JSR CF ;DO CONVERSION IF POSSIBLE
2340 BCC CF1EXIT ;DONE IF 'C' FLAG CLEAR
2350 LDA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2360 JSR ERROR ; INDICATE ERROR
2370 CF1EXIT
2380 RTS
2390 ;
2400 ;
2410 ;
2420 ;LOCAL PAGE ZERO DEFINITIONS FOR FC & CF.
2430 ;THESE LOCATIONS ARE WITHIN AREA USED
2440 ;BY FLOATING POINT PACKAGE.
2450 FR2 $DA ; THRU $DF
2460 ZSAVE $D0
2470 ;
2480 ;
2490 ;
2500 ;ENTRY FROM FC0
2510 ;SUBROUTINE TO CONVERT THE 6-BYTE
2520 ;ELEMENT @FLPTR FROM FLOATING-POINT
2530 ;TO CASE-1 FIXED POINT REPRESENTATION,
2540 ;IF POSSIBLE. SUCCESSFUL CONVERSION
2550 ;IS INDICATED BY 'C' FLAG RESET UPON
2560 ;RETURN. A PSEUDO-FUZZ IS IMPLEMENTED
2570 ;SO THAT FLOATING-POINT NUMBERS SUCH
2580 ;AS 1.99999999 WILL BE ROUNDED TO 2.
2590 ;
2600 FC
2610 ;XREG INDEX INTO TEMP DESTINATION FR2
2620 ;YREG INDEX INTO (FLPTR)
2630 ;
2640 ;EXAMINE EXPONENT: CANDIDATE FOR INTEGER?
2650 LDX #0
2660 LDY #0
2670 LDA (FLPTR),Y ;GET EXPONENT/SIGN BYTE
2680 AND #$7F ;ISOLATE EXPONENT PART
2690 BEQ FCZEROSPECIAL ;ZERO SPECIAL CASE
2700 SEC ;CALC. SHIFT COUNT:
2710 SBC #$40 ;1ST SUBTRACT MIN. EXPONENT
2720 BMI FCNOTINTEG ;EXPONENT WAS TOO SMALL
2730 STA ZSAVE ;SAVE DELTA EXP. TEMPORARILY
2740 LDA #$44 $40;LEGAL RANGE FOR DELTA EXP
2750 SEC ;SUBTRACT DELTA EXP FROM
2760 SBC ZSAVE ;LEGAL RANGE TO YIELD
2770 STA ZSAVE ;SHIFT COUNT: SAVE IT
2780 BMI FCNOTINTEG ;EXPONENT WAS TOO BIG
2790 ;LOOKS LIKE WE MIGHT HAVE AN INTEGER HERE.
2800 ;GET AND STORE SIGN BIT & ZERO EXPONENT
2810 LDA (FLPTR),Y ;GET EXP/SIGN BYTE AGAIN
2820 AND #$80 ;ISOLATE SIGN, ZERO EXPONENT
2830 STA FR2 ;FIRST BYTE OF RESULT
2840 ;LOOP AND STORE LEADING ZEROS IN RESULT

2850 ;UP THRU SHIFT COUNT POSITION
2860 LDA #0
2870 FCZEROLoop
2880 CPX ZSAVE ;REACHED SHIFT COUNT?
2890 BPL FCTRANSLOOP
2900 INX
2910 STA FR2,X ;STORE ANOTHER LEADING ZERO
2920 JMP FCZEROLoop ;AND LOOP AGAIN
2930 ;TRANSFER DIGITS INTO INTEGER STARTING
2940 ;AT POSITION (SHIFTCOUNT + 1)
2950 FCTRANSLOOP
2960 INX
2970 INY
2980 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
2990 STA FR2,X ;AND STORE
3000 CPX #5 ;FILLED ALL 6 BYTES YET?
3010 BMI FCTRANSLOOP
3020 ;CHECK REMAINING DIGITS @FLPTR: MUST
3030 ;BE ALL ZERO, OR ELSE MUST BE ALL 9'S,
3040 ;IN WHICH CASE THE INTEGER MUST BE ROUNDED
3050 ;UP. ANY OTHER TRAILER MEANS WE HAVE
3060 ;A FLOATING POINT FRACTION, AND ARGUMENT
3070 ;@FLPTR DOESN'T QUALIFY AS AN INTEGER.
3080 STY ZSAVE ;SAVE TRAILER INDEX OF (FLPTR)
3090 FCCK0LOOP
3100 CPY #5 ;TRANSFERRED ALL OF (FLPTR)?
3110 BPL FCEXIT
3120 INY
3130 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3140 BEQ FCCK0LOOP ;AND CHECK FOR ZERO
3150 ;IT'S NOT A TRAILER OF ALL ZEROS: TRY 9'S
3160 LDY ZSAVE ;RETRIEVE SAVED (FLPTR) INDEX
3170 FCCK9LOOP
3180 CPY #5 ;TRANSFERRED ALL OF (FLPTR)?
3190 BPL FCROUNDUP ;YES: 9-TRAILER: ROUND UP
3200 INY
3210 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3220 CMP #$99 ;IS IT A PAIR OF 9'S?
3230 BEQ FCCK9LOOP
3240 ;
3250 ;CONTENTS OF (FLPTR) FAILED TO QUALIFY
3260 ;AS AN INTEGER: LEAVE (FLPTR) UNCHANGED
3270 ;AND INDICATE ERROR BY SETTING 'C' FLAG.
3280 FCNOTINTEG
3290 CLD ;IN CASE 'D' WAS SET BY FCROUNDUP
3300 SEC
3310 RTS ;ERROR RETURN
3320 ;
3330 ;SPECIAL CASE: FLOATING POINT 0 ALL ZERO'S
3340 FCZEROSPECIAL
3350 JMP CFZEROSPECIAL ;(FLPTR) <- ALL ZERO'S
3360 ;
3370 ;ROUND UP INTEGER WITH A 9999... TRAILER
3380 FCROUNDUP
3390 SED ;DECIMAL ADDITION MODE
3400 SEC ;CARRY USED TO INCREMENT INTEGER
3410 LDX #5

```

9. Appendix III: COMMON2.ASM

```

3420 FCRUPLLOOP
3430 LDA FR2,X ;GET BYTE TO BE INCREMENTED
3440 ADC #0 ;ADD CARRY BIT TO IT
3450 STA FR2,X ;STORE IT BACK AGAIN
3460 BCC FCRUPEXIT ;IF NEW CARRY 0, WE'RE DONE
3470 DEX ;BACK UP TO MORE SIGNIF. BYTE
3480 BEQ FCNOTINTEG ;CARRY PROPAGATED INTO SIGN
3490 JMP FCRUPLLOOP ;INCREMENT NEXT BYTE
3500 FCRUPEXIT
3510 CLD ;RESET BACK TO BINARY MODE
3520 ;
3530 ;SUCCESS! COPY TEMP RESULT IN FR2 TO (FLPTR)
3540 FCEXIT
3550 LDY #5
3560 FCEXITLOOP
3570 LDA FR2,Y
3580 STA (FLPTR),Y
3590 DEY
3600 BPL FCEXITLOOP
3610 CLC ;RESET 'C' FLAG UPON RETURN
3620 RTS ; TO INDICATE SUCCESSFUL EXIT
3630 ;
3640 ;
3650 ;
3660 ;ENTRY FROM CF0 & CF1
3670 ;SUBROUTINE TO CONVERT THE CASE-1
3680 ;INTEGER LOCATED @FLPTR INTO FLOATING
3690 ;POINT REPRESENTATION, IF POSSIBLE.
3700 ;SUCCESSFUL CONVERSION IS INDICATED BY
3710 ;'C' FLAG RESET UPON RETURN.
3720 ;
3730 CF
3740 ;XREG INDEX INTO TEMP DESTINATION IN FR2
3750 ;YREG INDEX INTO (FLPTR)
3760 ;
3770 ;EXAMINE EXPONENT: IS IT 0 (FOR CASE-1)?
3780 LDY #0
3790 LDA (FLPTR),Y ;GET SIGN/EXP. BYTE
3800 AND #$7F ;ISOLATE EXPONENT
3810 BNE CFNOTINTEG ;BAD EXPONENT
3820 LDA (FLPTR),Y ;GET SIGN/EXP. AGAIN
3830 ORA #$45 ;INITIAL EXPONENT VALUE
3840 STA FR2 ;STORE SIGN & EXPONENT
3850 ;SEARCH CASE-1 INTEGER FOR MOST SIGNIFICANT
3860 ; (NON-ZERO) BYTE
3870 CFCK0LOOP
3880 INY ;NEXT BYTE POSITION
3890 CPY #6 ;SCANNED ALL BYTES?
3900 BPL CFZEROSPECIAL ;ALL ZEROS! SPECIAL CASE
3910 LDA (FLPTR),Y ;GET BYTE
3920 BEQ CFCK0LOOP ;IF 0, GO BACK FOR ANOTHER
3930 ;FOUND MOST SIGNIFICANT BYTE
3940 ;YREG IS A MEASURE OF REQUIRED EXPONENT
3950 STY ZSAVE ;SAVE VALUE 0 TO 5
3960 LDA FR2 ;INITIAL EXPONENT
3970 SEC ;SUBTRACT YREG TO
3980 SBC ZSAVE ;YIELD FINAL EXPONENT
3990 STA FR2 ;STORE FINAL EXPONENT
4000 ;NOW TRANSFER SIGNIFICANT BYTES FROM
4010 ;CASE-1 INTEGER INTO FLOATING POINT
4020 ;MANTISSA
4030 LDX #1 ;INITIALIZE FR2 INDEX
4040 CFTRANSLOOP
4050 LDA (FLPTR),Y ;GET BYTE
4060 STA FR2,X ;STORE BYTE
4070 INX ;INCREM. FR2 INDEX
4080 INY ;INCREM (FLPTR) INDEX
4090 CPY #6 ;TRANSFERED ALL CASE-1 BYTES?
4100 BMI CFTRANSLOOP
4110 ;FILL REMAINDER OF FR2 WITH TRAILING ZEROS
4120 CF0ENTRY
4130 LDA #0
4140 CFZEROLoop
4150 CPX #6 ;FINISHED LOADING FR2?
4160 BPL CFEXIT
4170 STA FR2,X ;STORE A TRAILING ZERO
4180 INX ;INCREM FR2 INDEX
4190 JMP CFZEROLoop ; AND GO BACK FOR ANOTHER
4200 ;
4210 ;ERROR CONDITION: EXPONENT WASN'T ZERO
4220 ;LEAVE (FLPTR) UNCHANGED AND SET
4230 ;'C' FLAG TO INDICATE ERROR
4240 CFNOTINTEG
4250 SEC
4260 RTS ;ERROR RETURN
4270 ;
4280 ;ENTRY POINT FROM MODULE ADDMULT2.ASM
4290 ;SPECIAL CASE: GENERATE FLOATING POINT ZERO
4300 CFZEROSPECIAL
4310 LDX #0 ;START WITH EXPONENT
4320 JMP CF0ENTRY ;AND STORE 6 ZEROS
4330 ;
4340 ;SUCCESS! COPY TEMP RESULT IN FR2 TO (FLPTR)
4350 CFEXIT
4360 LDY #5
4370 CFEXITLOOP
4380 LDA FR2,Y
4390 STA (FLPTR),Y
4400 DEY
4410 BPL CFEXITLOOP
4420 CLC ;RESET 'C' FLAG UPON RETURN
4430 RTS ; TO INDICATE SUCCESSFUL EXIT
4440 ;
4450 ;
4460 ;

```

9. Appendix III: COMMON3.ASM

```

10 .PAGE "ADD/MULT/SEL/F/C COMMON MODULE -CASE 3-
    12/23/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS CODE COMMNDN TO ALL
60 ;CALCULATION MODULES.
70 ;THE CODE IN THIS MODULE DEALS WITH THE
80 ;FINAL SETUP OF THE RESULTANT MATRIX AND
90 ;ITS HEADER, THE CALCULATION OF LCOUNT
100 ;WHICH CONTAINS THE NUMBER OF ITERATIONS
110 ;FOR THE ADD/MULT/SEL LOOPS, AND THE
120 ;ROUTINE ADVANCEMENT OF DATA POINTERS.
130 ;ALSO INCLUDED IS CODE TO CONVERT A 6-BYTE
140 ;ELEMENT POINTED TO BY FLPTR IN BOTH
150 ;DIRECTIONS BETWEEN CASE-3 FIXED-POINT
160 ;AND CASE-0 FLOATING POINT FORMAT.
170 ;
180 ;
190 ;
200 ;'B' IS A VECTOR BUT 'A' IS A SCALAR
210 ;Z1  AADR, Z2  BADR
220 ;AREG  2 * NO. OF DIMS FOR 'B'
230 ;
240 ;ENTRY FROM ADD/MULT MODULE
250 BVECASCAL
260 ;
270 ;REASSIGN Z1 AS BADR.
280 ;'R'S HEADER WILL BE COPIED FROM 'B'S
290 ;
300 ;ENTRY FROM SELECT MODULE
310 REASSIGNZ1
320 LDA BADR
330 STA Z1
340 LDA BADR + 1
350 STA Z1 + 1
360 ;RELOAD AREG WITH 2 * NO. OF DIMS FOR 'B'
370 LDY #0
380 LDA (Z1),Y
390 LDY #BADR-PTBASE;ADVANCE BADR PAST HDR
400 SEC ;2 * NO. OF DIMS + 1
410 JSR PTRADVANCE
420 LDA #7
430 STA SCALBSW; SCALASW PREVIOUSLY SET
440 ;
450 ;'R' WILL BE A VECTOR
460 ;Z1  AADR OR BADR (WHICHEVER IS A VECTOR)
470 ;ROUTINE RVEC IS SHARED BETWEEN
480 ; ADD/MULT AND SELECT OPERATIONS
490 ;
500 ;ENTRY FROM ADD/MULT MODULE
510 RVEC NOP
520 ;REASSIGN Z2  RADR
530 LDA RADR
540 STA Z2
550 LDA RADR + 1
560 STA Z2 + 1

0570 LDY #0
0580 LDA (Z1),Y ;2 * NO. OF DIMS
0590 STA (Z2),Y ; COPIED TO 'R' HEADER
0600 ;SAVE 2 * NO. OF DIMS IN ZTMP
0610 STA ZTMP
0620 ;INCR. RADR PAST 'R'S HEADER
0630 LDY #RADR-PTBASE;ADVANCE RADR
0640 SEC ;2 * NO. OF DIMS + 1
0650 JSR PTRADVANCE
0660 ;COPY DIM LENGTHS FROM Z1 HEADER
0670 ; ('A' OR 'B') TO Z2 HEADER ('R')
0680 LDY ZTMP
0690 DLCOPY NOP
0700 LDA (Z1),Y
0710 STA (Z2),Y
0720 DEY
0730 BNE DLCOPY
0740 JSR LCCALC ;CALCULATE LOOP COUNT
0750 BCS BADCALC
0760 JSR NOERROR ;REPORT SUCCESS TO CALLER
0770 BADCALC
0780 RTS ;END OF LOOPSETUP FOR VECTORS
0790 ;
0800 ;
0810 ;
0820 ;SUBR. TO CALCULATE NO. OF LOOP ITERATIONS
0830 ; USING HEADER POINTED TO BY Z2
0840 ;CONSTANT: FIXED-POINT "1"
0850 INT1 .BYTE 0, 0, 0, 0, 0, 1
0860 ;
0870 ;CALLED BY VIRTUALLY ALL MODULES
0880 LCCALC NOP
0890 ;THIS ROUTINE USES TMPCTR1
0900 ;PUT A CASE-3 INTEGER 1 IN FRO
0910 LDA #INT1 & $FF
0920 STA FLPTR
0930 LDA #INT1 / $100
0940 STA FLPTR + 1
0950 JSR FLDOP
0960 ;SAVE 2 * # OF DIMENSIONS IN TMPCTR1
0970 LDY #0
0980 LDA (Z2),Y
0990 STA TMPCTR1
1000 ;LOOP THRU DIM LENGTHS, FINDING PRODUCT
1010 LCLOOP NOP
1020 LDY TMPCTR1
1030 BEQ LCDONE
1040 JSR FMOVE ;ACCUMULATED PRODUCT -> FR1
1050 LDA (Z2),Y ;GET MSBYTE OF LENGTH
1060 STA FRO + 1
1070 DEY
1080 LDA (Z2),Y ;GET LSBYTE OF LENGTH
1090 STA FRO
1100 DEY
1110 STY TMPCTR1
1120 ;CONVERT LENGTH TO CASE-3 INTEGER IN FRO
1130 JSR IFP ;INTEGER TO FLOATING POINT

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9. Appendix III: COMMON3.ASM

1140 JSR FCO ;F.P. TO CASE-3 INTEGER	1710 ;CALLED BY VIRTUALLY ALL MODULES
1150 BCS LCERR ;CONVERSION ERROR	1720 PTRADVANCE NOP
1160 ;MULTIPLY LENGTH TIMES ACCUMULATED PRODUCT	1730 TAX ;SAVE AREG TEMPORARILY IN XREG
1170 JSR IMUL	1740 LDA #PTRBASE & \$FF
1180 BCC LCLOOP ;UNCOND. BRANCH UNLESS ERROR	1750 STA FLPTR
1190 BCS LCERR ;IMPOSSIBLE ERROR	1760 LDA #PTRBASE / \$100
1200 LCDONE NOP	1770 STA FLPTR + 1
1210 ;CONVERT PRODUCT BACK TO INTEGER	1780 TXA ;RESTORE AREG
1220 JSR CFO ;CASE-3 TO FLOATING POINT	1790 ;
1230 BCS LCERR ;CONVERSION ERROR	1800 PTRADVANCEAGN
1240 JSR FPI ;FLOATING POINT TO INTEGER	1810 ;STATE OF 'C' FLAG SET BY CALLER
1250 BCS LCERR ; TOO MANY ITERATIONS	1820 ADC (FLPTR),Y
1260 LDA FRO ;STORE RESULT IN LOOP COUNTER	1830 STA (FLPTR),Y
1270 STA LCOUNT	1840 LDA #0
1280 LDA FRO + 1	1850 INY
1290 STA LCOUNT + 1	1860 ADC (FLPTR),Y
1300 JSR NOERROR	1870 STA (FLPTR),Y
1310 RTS	1880 RTS
1320 LCERR	1890 ;
1330 LDA #EMEMOVERFLOW ;EXCESSIVE LOOP COUNT	1900 ;
1340 JSR ERROR	1910 ;
1350 RTS	1920 ;ROUTINE TO CONVERT CONTENTS OF FRO
1360 ;	1930 ;FROM FLOATING-POINT TO CASE-3 FIXED POINT.
1370 ;	1940 FCO
1380 ;	1950 LDA #FRO & \$FF ;LOAD FLPTR WITH "FRO"
1390 ;ROUTINE TO DECREMENT LOOP COUNTER	1960 STA FLPTR
1400 ; AND SET ZFLAG ACCORDING TO RESULT.	1970 LDA #FRO / \$100
1410 DECLCOUNT	1980 STA FLPTR+1
1420 LDA LCOUNT ;TEST L.S.BYTE	1990 JSR FC ;DO CONVERSION IF POSSIBLE
1430 BEQ DECO ;HANDLE BORROW SPECIALLY	2000 BCC FCOEXIT ;DONE IF 'C' FLAG CLEAR
1440 DEC LCOUNT	2010 LDA #EFPOUTOFRANGE ;UNSUCCESSFUL:
1450 BNE DECLCEXIT	2020 JSR ERROR ; INDICATE ERROR
1460 LDA LCOUNT + 1 ;TEST M.S.BYTE	2030 FCOEXIT
1470 DECLCEXIT	2040 RTS
1480 RTS	2050 ;
1490 DECO	2060 ;
1500 DEC LCOUNT + 1 ;BORROW FROM M.S.BYTE	2070 ;
1510 DEC LCOUNT ;DECR. L.S.BYTE	2080 ;ROUTINE TO CONVERT CONTENTS OF FRO
1520 RTS	2090 ;FROM CASE-3 FIXED POINT TO FLOATING POINT.
1530 ;	2100 CFO
1540 ;	2110 LDA #FRO & \$FF ;LOAD FLPTR WITH "FRO"
1550 ;	2120 STA FLPTR
1560 ;ROUTINE TO TEST LCOUNT FOR ZERO CONDITION	2130 LDA #FRO / \$100
1570 TSTLCOUNT	2140 STA FLPTR+1
1580 LDA LCOUNT	2150 JSR CF ;DO CONVERSION IF POSSIBLE
1590 BEQ TSTLC1	2160 BCC CFOEXIT ;DONE IF 'C' FLAG CLEAR
1600 RTS	2170 LDA #EFPOUTOFRANGE ;UNSUCCESSFUL:
1610 TSTLC1	2180 JSR ERROR ; INDICATE ERROR
1620 LDA LCOUNT + 1	2190 CFOEXIT
1630 RTS	2200 RTS
1640 ;	2210 ;
1650 ;	2220 ;
1660 ;	2230 ;
1670 ;ROUTINE TO ADVANCE BUFFER POINTER	2240 ;ROUTINE TO CONVERT CONTENTS OF FR1
1680 ; POINTED TO BY YREG BY AMOUNT IN AREG	2250 ;FROM CASE-3 FIXED POINT TO FLOATING POINT.
1690 ;USES ZERO PAGE REGISTER FLTPTR	2260 CF1
1700 ;	2270 LDA #FR1 & \$FF ;LOAD FLPTR WITH "FR0"

9. Appendix III: COMMON3.ASM

```

2280 STA FLPTR
2290 LDA #FR1 / $100
2300 STA FLPTR+1
2310 JSR CF ;DO CONVERSION IF POSSIBLE
2320 BCC CF1EXIT ;DONE IF 'C' FLAG CLEAR
2330 LDA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2340 JSR ERROR ; INDICATE ERROR
2350 CF1EXIT
2360 RTS
2370 ;
2380 ;
2390 ;
2400 ;LOCAL PAGE ZERO DEFINITIONS FOR FC & CF.
2410 ;THESE LOCATIONS ARE WITHIN AREA USED
2420 ;BY FLOATING POINT PACKAGE.
2430 FR2 $DA ; THRU $DF
2440 ZSAVE $DO
2450 ;
2460 ;
2470 ;
2480 ;ENTRY FROM FCO
2490 ;SUBROUTINE TO CONVERT THE 6-BYTE
2500 ;ELEMENT @FLPTR FROM FLOATING-POINT
2510 ;TO CASE-3 FIXED POINT REPRESENTATION,
2520 ;IF POSSIBLE. SUCCESSFUL CONVERSION
2530 ;IS INDICATED BY 'C' FLAG RESET UPON
2540 ;RETURN. A PSEUDO-FUZZ IS IMPLEMENTED
2550 ;SO THAT FLOATING-POINT NUMBERS SUCH
2560 ;AS 1.99999999 WILL BE ROUNDED TO 2.
2570 ;
2580 FC
2590 ;XREG = INDEX INTO TEMP DESTINATION FR2
2600 ;YREG INDEX INTO (FLPTR)
2610 ;
2620 ;EXAMINE EXPONENT: CANDIDATE FOR INTEGER?
2630 LDX #0
2640 LDY #0
2650 LDA (FLPTR),Y ;GET EXPONENT/SIGN BYTE
2660 AND #$7F ;ISOLATE EXPONENT PART
2670 BEQ FCZEROSPECIAL ;ZERO SPECIAL CASE
2680 SEC ;CALC. SHIFT COUNT:
2690 SBC #$40 ;1ST SUBTRACT MIN. EXPONENT
2700 BMI FCNOTINTEG ;EXPONENT WAS TOO SMALL
2710 STA ZSAVE ;SAVE DELTA EXP. TEMPORARILY
2720 LDA #$44 $40;LEGAL RANGE FOR DELTA EXP
2730 SEC ;SUBTRACT DELTA EXP FROM
2740 SBC ZSAVE ;LEGAL RANGE TO YIELD
2750 STA ZSAVE ;SHIFT COUNT: SAVE IT
2760 BMI FCNOTINTEG ;EXPONENT WAS TOO BIG
2770 ;LOOKS LIKE WE MIGHT HAVE AN INTEGER HERE.
2780 ;GET AND STORE SIGN BIT & ZERO EXPONENT
2790 LDA (FLPTR),Y ;GET EXP/SIGN BYTE AGAIN
2800 AND #$80 ;ISOLATE SIGN, ZERO EXPONENT
2810 STA FR2 ;FIRST BYTE OF RESULT
2820 ;LOOP AND STORE LEADING ZEROS IN RESULT
2830 ;UP THRU SHIFT COUNT POSITION
2840 LDA #0
2850 FCZEROLoop
2860 CPX ZSAVE ;REACHED SHIFT COUNT?
2870 BPL FCTRANSLOOP
2880 INX
2890 STA FR2,X ;STORE ANOTHER LEADING ZERO
2900 JMP FCZEROLoop ;AND LOOP AGAIN
2910 ;TRANSFER DIGITS INTO INTEGER STARTING
2920 ;AT POSITION (SHIFTCOUNT + 1)
2930 FCTRANSLOOP
2940 INX
2950 INY
2960 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
2970 STA FR2,X ;AND STORE
2980 CPX #5 ;FILLED ALL 6 BYTES YET?
2990 BMI FCTRANSLOOP
3000 ;CHECK REMAINING DIGITS @FLPTR: MUST
3010 ;BE ALL ZERO, OR ELSE MUST BE ALL 9'S,
3020 ;IN WHICH CASE THE INTEGER MUST BE ROUNDED
3030 ;UP. ANY OTHER TRAILER MEANS WE HAVE
3040 ;A FLOATING POINT FRACTION, AND ARGUMENT
3050 ;@FLPTR DOESN'T QUALIFY AS AN INTEGER.
3060 STY ZSAVE ;SAVE TRAILER INDEX OF (FLPTR)
3070 FCCK0Loop
3080 CPY #5 ;TRANSFERRED ALL OF (FLPTR)?
3090 BPL FCXIT
3100 INY
3110 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3120 BEQ FCCK0Loop ;AND CHECK FOR ZERO
3130 ;IT'S NOT A TRAILER OF ALL ZEROS: TRY 9'S
3140 LDY ZSAVE ;RETRIEVE SAVED (FLPTR) INDEX
3150 FCCK9Loop
3160 CPY #5 ;TRANSFERRED ALL OF (FLPTR)?
3170 BPL FCROUNDUP ;YES: 9-TRAILER: ROUND UP
3180 INY
3190 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3200 CMP #$99 ;IS IT A PAIR OF 9'S?
3210 BEQ FCCK9Loop
3220 ;
3230 ;CONTENTS OF (FLPTR) FAILED TO QUALIFY
3240 ;AS AN INTEGER: LEAVE (FLPTR) UNCHANGED
3250 ;AND INDICATE ERROR BY SETTING 'C' FLAG.
3260 FCNOTINTEG
3270 CLD ;IN CASE 'D' WAS SET BY FCROUNDUP
3280 SEC
3290 RTS ;ERROR RETURN
3300 ;
3310 ;SPECIAL CASE: FLOATING POINT 0 ALL ZERO'S
3320 FCZEROSPECIAL
3330 JMP CFZEROSPECIAL ;(FLPTR) <- ALL ZERO'S
3340 ;
3350 ;ROUND UP INTEGER WITH A 9999... TRAILER
3360 FCROUNDUP
3370 SED ;DECIMAL ADDITION MODE
3380 SEC ;CARRY USED TO INCREMENT INTEGER
3390 LDX #5
3400 FCROUNDUP
3410 LDA FR2,X ;GET BYTE TO BE INCREMENTED

```

9. Appendix III: COMMON3.ASM

```

3420 ADC #0      ;ADD CARRY BIT TO IT
3430 STA FR2,X   ;STORE IT BACK AGAIN
3440 BCC FCRUPEXIT ;IF NEW CARRY = 0, WE'RE DONE
3450 DEX         ;BACK UP TO MORE SIGNIF. BYTE
3460 BEQ FCNOTINTEG ;CARRY PROPAGATED INTO SIGN
3470 JMP FCRUPEXIT ;INCREMENT NEXT BYTE
3480 FCRUPEXIT
3490 CLD         ;RESET BACK TO BINARY MODE
3500 ;
3510 ;SUCCESS! COPY TEMP-RESULT IN FR2 TO (FLPTR)
3520 FCEXIT
3530 LDY #5
3540 FCEXITLOOP
3550 LDA FR2,Y
3560 STA (FLPTR),Y
3570 DEY
3580 BPL FCEXITLOOP
3590 CLC ;RESET 'C' FLAG UPON RETURN
3600 RTS ; TO INDICATE SUCCESSFUL EXIT
3610 ;
3620 ;
3630 ;
3640 ;ENTRY FROM CF0 & CF1
3650 ;SUBROUTINE TO CONVERT THE CASE-3
3660 ;INTEGER LOCATED @FLPTR INTO FLOATING
3670 ;POINT REPRESENTATION, IF POSSIBLE.
3680 ;SUCCESSFUL CONVERSION IS INDICATED BY
3690 ;'C' FLAG RESET UPON RETURN.
3700 ;
3710 CF
3720 ;XREG INDEX INTO TEMP DESTINATION FR2
3730 ;YREG INDEX INTO (FLPTR)
3740 ;
3750 ;EXAMINE EXPONENT: <7 ? (FOR CASE-3 INTEGER)
3760 LDY #0
3770 LDA (FLPTR),Y ;GET SIGN/EXP. BYTE
3780 AND #$7F      ;ISOLATE EXPONENT
3790 BNE CFNOTINTEG ;BAD EXPONENT
3800 LDA (FLPTR),Y ;GET SIGN/EXP. AGAIN
3810 ORA #$45      ;INITIAL EXPONENT VALUE
3820 STA FR2       ;STORE SIGN & EXPONENT
3830 ;SEARCH CASE-3 INTEGER FOR MOST SIGNIFICANT
3840 ; (NON-ZERO) BYTE
3850 CFCK0LOOP
3860 INY           ;NEXT BYTE POSITION
3870 CPY #6        ;SCANNED ALL BYTES?
3880 BPL CFZEROSPECIAL ;ALL ZEROS! SPECIAL CASE
3890 LDA (FLPTR),Y ;GET BYTE
3900 BEQ CFCK0LOOP ;IF 0, GO BACK FOR ANOTHER
3910 ;FOUND MOST SIGNIFICANT BYTE
3920 ;YREG IS A MEASURE OF REQUIRED EXPONENT
3930 STY ZSAVE     ;SAVE VALUE 0 TO 5
3940 LDA FR2       ;INITIAL EXPONENT
3950 SEC           ;SUBTRACT YREG TO
3960 SBC ZSAVE     ;YIELD FINAL EXPONENT
3970 STA FR2       ;STORE FINAL EXPONENT
3980 ;NOW TRANSFER SIGNIFICANT BYTES FROM

```

```

3990 ;CASE-3 INTEGER INTO FLOATING POINT
4000 ;MANTISSA
4010 LDX #1       ;INITIALIZE FR2 INDEX
4020 CFTRANSLOOP
4030 LDA (FLPTR),Y ;GET BYTE
4040 STA FR2,X     ;STORE BYTE
4050 INX           ;INCREM. FR2 INDEX
4060 INY           ;INCREM (FLPTR) INDEX
4070 CPY #6        ;TRANSFERED ALL CASE-3 BYTES?
4080 BMI CFTRANSLOOP
4090 ;FILL REMAINDER OF FR2 WITH TRAILING ZEROS
4100 CF0ENTRY
4110 LDA #0
4120 CFZEROLoop
4130 CPX #6        ;FINISHED LOADING FR2?
4140 BPL CFEXIT
4150 STA FR2,X     ;STORE A TRAILING ZERO
4160 INX           ;INCREM FR2 INDEX
4170 JMP CFZEROLoop ; AND GO BACK FOR ANOTHER
4180 ;
4190 ;ERROR CONDITION: EXPONENT WASN'T ZERO
4200 ;LEAVE (FLPTR) UNCHANGED AND SET
4210 ;'C' FLAG TO INDICATE ERROR
4220 CFNOTINTEG
4230 SEC
4240 RTS           ;ERROR RETURN
4250 ;
4260 ;SPECIAL CASE: GENERATE FLOATING POINT ZERO
4270 CFZEROSPECIAL
4280 LDX #0        ;START WITH EXPONENT
4290 JMP CF0ENTRY  ;AND STORE 6 ZEROS
4300 ;
4310 ;SUCCESS! COPY TEMP RESULT IN FR2 TO (FLPTR)
4320 CFEXIT
4330 LDY #5
4340 CFEXITLOOP
4350 LDA FR2,Y
4360 STA (FLPTR),Y
4370 DEY
4380 BPL CFEXITLOOP
4390 CLC ;RESET 'C' FLAG UPON RETURN
4400 RTS ; TO INDICATE SUCCESSFUL EXIT
4410 ;
4420 ;
4430 ;

```


9. Appendix IIII: COMMON4.ASM

```

10 .PAGE "ADD/MULT/SEL/F/C COMMON MODULE -CASE 4-
    1/22/B4"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CDNTAINS CODE COMMON TO ALL
80 ;CALCULATION MODULES.
70 ;THE CODE IN THIS MODULE DEALS WITH THE
80 ;FINAL SETUP OF THE RESULTANT MATRIX AND
90 ;ITS HEADER, THE CALCULATION OF LCOUNT
0100 ;WHICH CONTAINS THE NUMBER DF ITERATIONS
0110 ;FOR THE ADD/MULT/SEL LOOPS, AND THE
0120 ;ROUTINE ADVANCEMENT OF DATA POINTERS.
0130 ;ALSO INCLUDED IS CODE TO CONVERT IN BOTH
0140 ;DIRECTIONS BETWEEN A CASE-4 ELEMENT
0150 ;POINTED TO BY FLPTR AND CASE-0 BASIC-
0160 ;COMPATIBLE FLOATING POINT FDRMAT.
0170 ;
0180 ;
0190 ;
0200 ;'B' IS A VECTOR BUT 'A' IS A SCALAR
0210 ;Z1  AADR, Z2  BADR
0220 ;AREG  2 * NO. OF DIMS FOR 'B'
0230 ;
0240 ;ENTRY FROM ADD/MULT MODULE
0250 BVECASCAL
0260 ;
0270 ;REASSIGN Z1 AS BADR.
0280 ;'R'S HEADER WILL BE COPIED FROM 'B'S
0290 ;
0300 ;ENTRY FROM SELECT MODULE
0310 REASSIGNZ1
0320 LDA BAOR
0330 STA Z1
0340 LDA BADR + 1
0350 STA Z1 + 1
0360 ;RELOAD AREG WITH 2 * NO. OF DIMS FOR 'B'
0370 LDY #0
0380 LDA (Z1),Y
0390 LDY #BADR-PTRBASE;ADVANCE BADR PAST HDR
0400 SEC ;2 * NO. OF DIMS + 1
0410 JSR PTRADVANCE
0420 LDA #7
0430 STA SCALBSW; SCALASW PREVIOUSLY SET
0440 ;
0450 ;'R' WILL BE A VECTOR
0460 ;Z1  AADR OR BADR (WHICHEVER IS A VECTOR)
0470 ;ROUTINE RVEC IS SHARED BETWEEN
0480 ; ADD/MULT AND SELECT OPERATIONS
0490 ;
0500 ;ENTRY FROM ADD/MULT MODULE
0510 RVEC NOP
0520 ;REASSIGN Z2  RADR
0530 LDA RADR
0540 STA Z2
0550 LDA RADR + 1
0560 STA Z2 + 1

```

```

0570 LDY #0
0580 LDA (Z1),Y ;2 * NO. OF DIMS
0590 STA (Z2),Y ; COPIED TO 'R' HEADER
0600 ;SAVE 2 * NO. OF DIMS  IN ZTMP
0610 STA ZTMP
0620 ;INCR. RADR PAST 'R'S HEADER
0630 LDY #RADR-PTRBASE;AOVANCE RADR
0640 SEC ;2 * NO. DF DIMS + 1
0650 JSR PTRADVANCE
0660 ;COPY DIM LENGTHS FROM Z1 HEADER
0670 ; ('A' OR 'B') TO Z2 HEADER ('R')
0680 LDY ZTMP
0690 DLCDPY NOP
0700 LDA (Z1),Y
0710 STA (Z2),Y
0720 DEY
0730 BNE DLCDPY
0740 JSR LCCALC ;CALCULATE LOOP COUNT
0750 BCS BADCALC
0760 JSR SETDR ;FINISH SETUP OF DADR, RADR & DELTAD
0770 JSR NOERROR ;REPORT SUCCESS TO CALLER
0780 BADCALC
0790 RTS ;END OF LOOPSETUP FOR VECTORS
0800 ;
0810 ;
0820 ;ROUTINE TO RESERVE SPACE FOR DOPE
0830 ;VECTOR AT BEGINNING OF RESULT VECTOR.
0840 ;SPACE TO BE RESERVED IS 2 * LCOUNT
0850 ;SINCE THE DOPE VECTOR HAS 2-BYTE
0860 ;ELEMENTS. DADR IS SET TO POINT TO
0870 ;THE DOPE VECTOR AND RADR IS SET TO
0880 ;POINT TO THE RESULTANT DATA ELEMENTS.
0890 SETDR
0900 LDA #2 ;DELTAD INCREMENT FOR DADR
0910 STA DELTAD ; (ALWAYS 2 BYTES)
0920 LDA LCOUNT ;LOW-ORDER BYTE
0930 ASL A ;DOUBLE IT
0940 TAX ;STORE TEMPORARILY
0950 LDA LCOUNT + 1 ;HIGH-ORDER BYTE
0960 ROL A ;DOUBLE IT TO, SHIFTING IN LSB
0970 TAY ;STORE IT TEMPORARILY TOO
0980 LDA RADR ;WHERE DOPE VECTOR WILL START
0990 STA DADR
1000 LDA RADR + 1
1010 STA DADR + 1
1020 TXA ;LOW-ORDER: DOPE VECTOR LENGTH
1030 CLC
1040 ADC DADR ;ADD TO DOPE VECTOR START
1050 STA RADR ;WHERE RESULTANT DATA WILL START
1060 TYA ;DO IT AGAIN FOR HIGH-ORDER BYTE
1070 ADC DADR + 1
1080 STA RADR + 1
1090 RTS ;EXIT
1100 ;
1110 ;
1120 ;
1130 ;SUBR. TO CALCULATE NO. OF LOOP ITERATIONS

```

9. Appendix III: COMMON4.ASM

```

1140 ; USING HEADER POINTED TO BY Z2
1150 ;CONSTANT: FIXED-POINT "1"
1160 INT1 .BYTE 0, 0, 0, 0, 0, 1
1170 ;
1180 ;CALLED BY VIRTUALLY ALL MODULES
1190 LCCALC NOP
1200 ;THIS ROUTINE USES TMPCTR1
1210 ;PUT A CASE-3 INTEGER 1 IN FRO
1220 LDA #INT1 & $FF
1230 STA FLPTR
1240 LDA #INT1 / $100
1250 STA FLPTR + 1
1260 JSR FLDOP
1270 ;SAVE 2 * # OF DIMENSIONS IN TMPCTR1
1280 LDY #0
1290 LDA (Z2),Y
1300 STA TMPCTR1
1310 ;LOOP THRU DIM LENGTHS, FINDING PRODUCT
1320 LCLOOP NOP
1330 LDY TMPCTR1
1340 BEQ LCDONE
1350 JSR FMOVE ;ACCUMULATED PRODUCT -> FR1
1360 LDA (Z2),Y ;GET MSBYTE OF LENGTH
1370 STA FRO + 1
1380 DEY
1390 LDA (Z2),Y ;GET LSBYTE OF LENGTH
1400 STA FRO
1410 DEY
1420 STY TMPCTR1
1430 ;CONVERT LENGTH TO CASE-3 INTEGER IN FRO
1440 JSR IFP ;INTEGER TO FLOATING POINT
1450 JSR FCO ;F.P. TO CASE-3 INTEGER
1460 BCS LCERR ;CONVERSION ERROR
1470 ;MULTIPLY LENGTH TIMES ACCUMULATED PRODUCT
1480 JSR IMUL
1490 BCC LCLOOP ;UNCOND. BRANCH UNLESS ERROR
1500 BCS LCERR ;IMPOSSIBLE ERROR
1510 LCDONE NOP
1520 ;CONVERT PRODUCT BACK TO INTEGER
1530 JSR CFO ;CASE-3 TO FLOATING POINT
1540 BCS LCERR ;CONVERSION ERROR
1550 JSR FPI ;FLOATING POINT TO INTEGER
1560 BCS LCERR ; TOO MANY ITERATIONS
1570 LDA FRO ;STORE RESULT IN LOOP COUNTER
1580 STA LCOUNT
1590 LDA FRO + 1
1600 STA LCOUNT + 1
1610 JSR NOERROR
1620 RTS
1630 LCERR
1640 LDA #EMEMOVERFLOW ;EXCESSIVE LOOP COUNT
1650 JSR ERROR
1660 RTS
1670 ;
1680 ;
1690 ;
1700 ;ROUTINE TO DECREMENT LOOP COUNTER

1710 ; AND SET ZFLAG ACCORDING TO RESULT.
1720 DECLCOUNT
1730 LDA LCOUNT ;TEST L.S.BYTE
1740 BEQ DECO ;HANDLE BORROW SPECIALLY
1750 DEC LCOUNT
1760 BNE DECLCEXIT
1770 LDA LCOUNT + 1 ;TEST M.S.BYTE
1780 DECLCEXIT
1790 RTS
1800 DECO
1810 DEC LCOUNT + 1 ;BDRROW FROM M.S.BYTE
1820 DEC LCOUNT ;DECR. L.S.BYTE
1830 RTS
1840 ;
1850 ;
1860 ;
1870 ;ROUTINE TO TEST LCOUNT FOR ZERO CONDITION
1880 TSTLCOUNT
1890 LDA LCOUNT
1900 BEQ TSTLC1
1910 RTS
1920 TSTLC1
1930 LDA LCOUNT + 1
1940 RTS
1950 ;
1960 ;
1970 ;
1980 ;ROUTINE TO ADVANCE BUFFER POINTER
1990 ; POINTED TO BY YREG BY AMOUNT IN AREG
2000 ;USES ZERO PAGE REGISTER FLTPTR
2010 ;
2020 ;CALLED BY VIRTUALLY ALL MODULES
2030 PTRADVANCE NOP
2040 TAX ;SAVE AREG TEMPORARILY IN XREG
2050 LDA #PTRBASE & $FF
2060 STA FLPTR
2070 LDA #PTRBASE / $100
2080 STA FLPTR + 1
2090 TXA ;RESTORE AREG
2100 ;
2110 PTRADVANCEAGN
2120 ;STATE OF 'C' FLAG SET BY CALLER
2130 ADC (FLPTR),Y
2140 STA (FLPTR),Y
2150 LDA #0
2160 INY
2170 ADC (FLPTR),Y
2180 STA (FLPTR),Y
2190 RTS
2200 ;
2210 ;
2220 ;
2230 ;ROUTINE TO CONVERT CONTENTS OF FRO
2240 ;FROM FLOATING-POINT TO CASE-3 FIXED POINT.
2250 FCO
2260 LDA #FRO & $FF ;LOAD FLPTR WITH "FRO"
2270 STA FLPTR

```

9. Appendix III: COMMON4.ASM

```

2280 LDA #FR0 / $100
2290 STA FLPTR+1
2300 JSR FC ;DO CONVERSION IF POSSIBLE
2310 BCC FCOEXIT ;DONE IF 'C' FLAG CLEAR
2320 LOA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2330 JSR ERROR ; INDICATE ERROR
2340 FCOEXIT
2350 RTS
2360 ;
2370 ;
2380 ;
2390 ;ROUTINE TO CONVERT CONTENTS OF FR0
2400 ;FROM CASE-3 FIXED POINT TO FLOATING POINT.
2410 CF0
2420 LOA #FR0 & $FF ;LOAD FLPTR WITH "FR0"
2430 STA FLPTR
2440 LDA #FR0 / $100
2450 STA FLPTR+1
2460 JSR CF ;DO CONVERSION IF POSSIBLE
2470 BCC CFOEXIT ;DONE IF 'C' FLAG CLEAR
2480 LOA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2490 JSR ERROR ; INDICATE ERROR
2500 CFOEXIT
2510 RTS
2520 ;
2530 ;
2540 ;
2550 ;ROUTINE TO CONVERT CONTENTS OF FR1
2560 ;FROM CASE-3 FIXED POINT TO FLOATING POINT.
2570 CF1
2580 LDA #FR1 & $FF ;LOAD FLPTR WITH "FR0"
2590 STA FLPTR
2600 LDA #FR1 / $100
2610 STA FLPTR+1
2620 JSR CF ;DO CONVERSION IF POSSIBLE
2630 BCC CF1EXIT ;DONE IF 'C' FLAG CLEAR
2640 LOA #EFPOUTOFRANGE ;UNSUCCESSFUL:
2650 JSR ERROR ; INDICATE ERROR
2660 CF1EXIT
2670 RTS
2680 ;
2690 ;
2700 ;
2710 ;LOCAL PAGE ZERO DEFINITIONS FOR FC & CF.
2720 ;THESE LOCATIONS ARE WITHIN AREA USED
2730 ;BY FLOATING POINT PACKAGE.
2740 FR2 $DA ; THRU $DF
2750 ZSAVE $D0
2760 ;
2770 ;
2780 ;
2790 ;ENTRY FROM FC0
2800 ;SUBROUTINE TO CONVERT THE 6-BYTE
2810 ;ELEMENT @FLPTR FROM FLOATING-POINT
2820 ;TO CASE-3 FIXED POINT REPRESENTATION,
2830 ;IF POSSIBLE. SUCCESSFUL CONVERSION
2840 ;IS INDICATED BY 'C' FLAG RESET UPON

```

```

2850 ;RETURN. A PSEUDO-FUZZ IS IMPLEMENTED
2860 ;SO THAT FLOATING-POINT NUMBERS SUCH
2870 ;AS 1.99999999 WILL BE ROUNDED TO 2.
2880 ;
2890 FC
2900 ;XREG INDEX INTO TEMP DESTINATION FR2
2910 ;YREG INDEX INTO (FLPTR)
2920 ;
2930 ;EXAMINE EXPONENT: CANDIDATE FOR INTEGER?
2940 LDX #0
2950 LDY #0
2960 LDA (FLPTR),Y ;GET EXPONENT/SIGN BYTE
2970 AND #$7F ;ISOLATE EXPONENT PART
2980 BEQ FCZEROSPECIAL ;ZERO SPECIAL CASE
2990 SEC ;CALC. SHIFT COUNT:
3000 SBC #$40 ;1ST SUBTRACT MIN. EXPONENT
3010 BMI FCNOTINTEG ;EXPONENT WAS TOO SMALL
3020 STA ZSAVE ;SAVE DELTA EXP. TEMPORARILY
3030 LDA #$44 $40;LEGAL RANGE FOR DELTA EXP
3040 SEC ;SUBTRACT DELTA EXP FROM
3050 SBC ZSAVE ;LEGAL RANGE TO YIELD
3060 STA ZSAVE ;SHIFT COUNT: SAVE IT
3070 BMI FCNOTINTEG ;EXPONENT WAS TOO BIG
3080 ;LOOKS LIKE WE MIGHT HAVE AN INTEGER HERE.
3090 ;GET AND STORE SIGN BIT & ZERO EXPONENT
3100 LDA (FLPTR),Y ;GET EXP/SIGN BYTE AGAIN
3110 AND #$80 ;ISOLATE SIGN, ZERO EXPONENT
3120 STA FR2 ;FIRST BYTE OF RESULT
3130 ;LOOP AND STORE LEADING ZEROS IN RESULT
3140 ;UP THRU SHIFT COUNT POSITION
3150 LDA #0
3160 FCZEROLoop
3170 CPX ZSAVE ;REACHED SHIFT COUNT?
3180 BPL FCTRANSLoop
3190 INX
3200 STA FR2,X ;STORE ANOTHER LEADING ZERO
3210 JMP FCZEROLoop ;AND LOOP AGAIN
3220 ;TRANSFER DIGITS INTO INTEGER STARTING
3230 ;AT POSITION (SHIFTCOUNT + 1)
3240 FCTRANSLoop
3250 INX
3260 INY
3270 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3280 STA FR2,X ;AND STORE
3290 CPX #5 ;FILLED ALL 6 BYTES YET?
3300 BMI FCTRANSLoop
3310 ;CHECK REMAINING DIGITS @FLPTR: MUST
3320 ;BE ALL ZERO, OR ELSE MUST BE ALL 9'S,
3330 ;IN WHICH CASE THE INTEGER MUST BE ROUNDED
3340 ;UP ANY OTHER TRAILER MEANS WE HAVE
3350 ;A FLOATING POINT FRACTION, AND ARGUMENT
3360 ;@FLPTR DOESN'T QUALIFY AS AN INTEGER.
3370 STY ZSAVE ;SAVE TRAILER INDEX OF (FLPTR)
3380 FCCKOLoop
3390 CPY #5 ;TRANSFERRED ALL OF (FLPTR)?
3400 BPL FCEXIT
3410 INY

```

9. Appendix III: COMMON4.ASM

```

3420 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3430 BEQ FCCK0LOOP ; AND CHECK FOR ZERO
3440 ;IT'S NOT A TRAILER OF ALL ZEROS: TRY 9'S
3450 LDY ZSAVE ;RETRIEVE SAVED (FLPTR) INDEX
3460 FCCK9LOOP
3470 CPY #5 ;TRANSFERRED ALL OF (FLPTR)?
3480 BPL FCROUNDUP ;YES: 9-TRAILER: ROUND UP
3490 INY
3500 LDA (FLPTR),Y ;GET NEXT PAIR OF DIGITS
3510 CMP #$99 ;IS IT A PAIR OF 9'S?
3520 BEQ FCCK9LOOP
3530 ;
3540 ;CONTENTS OF (FLPTR) FAILED TO QUALIFY
3550 ;AS AN INTEGER: LEAVE (FLPTR) UNCHANGED
3560 ;AND INDICATE ERROR BY SETTING 'C' FLAG.
3570 FCNOTINTEG
3580 CLD ;IN CASE 'D' WAS SET BY FCROUNDUP
3590 SEC
3600 RTS ;ERROR RETURN
3610 ;
3620 ;SPECIAL CASE: FLOATING POINT 0 ALL ZERO'S
3630 CFZEROSPECIAL
3640 JMP CFZEROSPECIAL ;(FLPTR) <- ALL ZERO'S
3650 ;
3660 ;ROUND UP INTEGER WITH A 9999... TRAILER
3670 FCROUNDUP
3680 SED ;DECIMAL ADDITION MODE
3690 SEC ;CARRY USED TO INCREMENT INTEGER
3700 LDX #5
3710 FCRUPL0OP
3720 LDA FR2,X ;GET BYTE TO BE INCREMENTED
3730 ADC #0 ;ADD CARRY BIT TO IT
3740 STA FR2,X ;STORE IT BACK AGAIN
3750 BCC FCRUPEXIT ;IF NEW CARRY 0, WE'RE DONE
3760 DEX ;BACK UP TO MORE SIGNIF. BYTE
3770 BEQ FCNOTINTEG ;CARRY PROPAGATED INTO SIGN
3780 JMP FCRUPL0OP ;INCREMENT NEXT BYTE
3790 FCRUPEXIT
3800 CLD ;RESET BACK TO BINARY MODE
3810 ;
3820 ;SUCCESS! COPY TEMP RESULT IN FR2 TO (FLPTR)
3830 FCEXIT
3840 LDY #5
3850 FCEXITL0OP
3860 LDA FR2,Y
3870 STA (FLPTR),Y
3880 DEY
3890 BPL FCEXITL0OP
3900 CLC ;RESET 'C' FLAG UPON RETURN
3910 RTS ; TO INDICATE SUCCESSFUL EXIT
3920 ;
3930 ;
3940 ;
3950 ;ENTRY FROM CF0 & CF1
3960 ;SUBROUTINE TO CONVERT THE CASE-3
3970 ;INTEGER LOCATED @FLPTR INTO FLOATING
3980 ;POINT REPRESENTATION, IF POSSIBLE.
3990 ;SUCCESSFUL CONVERSION IS INDICATED BY
4000 ;'C' FLAG RESET UPON RETURN.
4010 ;
4020 CF
4030 ;XREG INDEX INTO TEMP DESTINATIIN FR2
4040 ;YREG INDEX INTO (FLPTR)
4050 ;
4060 ;EXAMINE EXPONENT: <7 ? (FOR CASE-3 INTEGER)
4070 LDY #0
4080 LDA (FLPTR),Y ;GET SIGN/EXP. BYTE
4090 AND #$7F ;ISOLATE EXPONENT
4100 BNE CFNOTINTEG ;BAD EXPONENT
4110 LDA (FLPTR),Y ;GET SIGN/EXP. AGAIN
4120 ORA #$45 ;INITIAL EXPONENT VALUE
4130 STA FR2 ;STORE SIGN & EXPONENT
4140 ;SEARCH CASE-3 INTEGER FOR MOST SIGNIFICANT
4150 ;(NON-ZERO) BYTE
4160 CFCK0LOOP
4170 INY ;NEXT BYTE POSITION
4180 CPY #6 ;SCANNED ALL BYTES?
4190 BPL CFZEROSPECIAL ;ALL ZEROS! SPECIAL CASE
4200 LDA (FLPTR),Y ;GET BYTE
4210 BEQ CFCK0LOOP ;IF 0, GO BACK FOR ANOTHER
4220 ;FOUND MOST SIGNIFICANT BYTE
4230 ;YREG IS A MEASURE OF REQUIRED EXPONENT
4240 STY ZSAVE ;SAVE VALUE 0 TO 5
4250 LDA FR2 ;INITIAL EXPONENT
4260 SEC ;SUBTRACT YREG TO
4270 SBC ZSAVE ; YIELD FINAL EXPONENT
4280 STA FR2 ;STORE FINAL EXPONENT
4290 ;NOW TRANSFER SIGNIFICANT BYTES FROM
4300 ;CASE-3 INTEGER INTO FLOATING POINT
4310 ;MANTISSA
4320 LDX #1 ;INITIALIZE FR2 INDEX
4330 CFTRANSLOOP
4340 LDA (FLPTR),Y ;GET BYTE
4350 STA FR2,X ;STORE BYTE
4360 INX ;INCREM. FR2 INDEX
4370 INY ;INCREM (FLPTR) INDEX
4380 CPY #6 ;TRANSFERED ALL CASE-3 BYTES?
4390 BMI CFTRANSLOOP
4400 ;FILL REMAINDER OF FR2 WITH TRAILING ZEROS
4410 CFOENTRY
4420 LDA #0
4430 CFZEROL0OP
4440 CPX #6 ;FINISHED LOADING FR2?
4450 BPL CFEXIT
4460 STA FR2,X ;STORE A TRAILING ZERO
4470 INX ;INCREM FR2 INDEX
4480 JMP CFZEROL0OP ; AND GO BACK FOR ANOTHER
4490 ;
4500 ;ERROR CONDITION: EXPONENT WASN'T ZERO
4510 ;LEAVE (FLPTR) UNCHANGED AND SET
4520 ;'C' FLAG TO INDICATE ERROR
4530 CFNOTINTEG
4540 SEC
4550 RTS ;ERROR RETURN

```

9. Appendix III: COMMON4.ASM

```
4560 ;
4570 ;SPECIAL CASE: GENERATE FLOATING POINT ZERO
4580 CFZEROSPECIAL
4590 LDX #0          ;START WITH EXPONENT
4600 JMP CF0ENTRY   ;AND STORE 6 ZEROS
4610 ;
4620 ;SUCCESS! COPY TEMP RESULT IN FR2 TO (FLPTR)
4630 CFEXIT
4640 LDY #5
4650 CFEXITLOOP
4660 LDA FR2,Y
4670 STA (FLPTR),Y
4680 DEY
4690 8PL CFEXITLOOP
4700 CLC ;RESET 'C' FLAG UPON RETURN
4710 RTS ; TO INDICATE SUCCESSFUL EXIT
4720 ;
4730 ;
4740 ;
```

9. Appendix III: DEFS.ASM

```

10 .PAGE "DEFINITIONS MOOULE 09/06/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MOOULE IS COMMON TO ALL CASES.
60 ;IT CONTAINS THE DEFINITIONS OF ALL
70 ;CONSTANTS AND LINKAGE MEMORY LOCATONS.
80 ;
90 ;
0100 ;
0110 ;FLOATING POINT ENTRY POINTS
0120 IFP      $09AA ;INT->FLT CONV.
0130 FPI      $0902 ;FLT->INT CONV.
0140 FA00     $0A66
0150 FMUL     $0A08
0160 FLO0P    = $0080 ;LOAO FR0 @FLPTR
0170 FLO1P    = $009C ;LOAO FR1 @FLPTR
0180 FMOVE    = $00B6 ;MOVE FR0->FR1
0190 FSTOP    $00A8 ;STORE FR0 @FLPTR
0200 ;
0210 ;FLOATING POINT PACKAGE STORAGE
0220 FR0      $0004
0230 FR1      $00E0
0240 FLPTR    $00FC
0250 ;
0260 ;OPERATING SYSTEM LOCATIONS
0270 CRITIC    $0042 ;DISABLES STAGE2 INTERRUPTS
0280 OMACTL    $0400 ;HAROWARE OMA CONTROL
0290 SOMCTL    $022F ;OS SHADOW FOR OMACTL
0300 SYSTIMER  $0012 ; & $13 & $14
0310 VCOUNT    $040B ;HAROWARE OISPLAY LINE COUNT
0320 ;
0330 ;ZERO PAGE GEN.PURPOSE REGISTERS
0340 ;(NOT USED BY BASIC OR ASSM/EDITOR)
0350 Z1        $00CB ; & $CC
0360 Z2        $00CD ; & $CE
0370 ZTMP      $00CF
0380 ;
0390 ;ERROR RETURN LOCATIONS TO BASIC
0400 RTNERR    = FR0 ;$04 AND $05
0410 ;
0420 ;ERROR CODES RETURNED WITH 'C' FLAG SET
0430 EOK        0 ;EXCEPT EOK: 'C' RESET
0440 EARGMISMATCH 200
0450 ERANKMISMATCH EARGMISMATCH + 1
0460 EOIMENSION  ERANKMISMATCH + 1
0470 EOIMLENGTH  EOIMENSION + 1
0480 EFPOUTOFRANGE EOIMLENGTH + 1
0490 EMEMOVERFLOW EFPOUTOFRANGE + 1
0500 ;
0510 ;

```

```

0520 *= $2C00 ;TOP OF OSS OOS, 11264 DECIMAL
0530 ;COMMON POINTERS AND REGISTERS
0540 ; FOR COMMUNICATION WITH BASIC
0550 ;
0560 ; POINTERS TO ROUTINES CALLED FROM BASIC
0570 ;                                DECIMAL ADORESS
0580 AFLTTOCASE .WORD FLTTOCASE ;11264
0590 ACASETOFLT .WORD CASETOFLT ;11266
0600 AAOO       .WORD AOO        ;11268
0610 AMULT      .WORD MULT       ;11270
0620 ASELECT    .WORD SELECT     ;11272
0630 ;
0640 ;FLOATING AND CASE-N BUFFER POINTERS
0650 PTRBASE
0660 FLTA       .WORD 0          ;11274
0670 AAOR       .WORD 0          ;11276
0680 FLT8       .WORD 0          ;11278
0690 8AOR       .WORD 0          ;11280
0700 FLTR       .WORD 0          ;11282
0710 RAOR       .WORD 0          ;11284
0720 OAOR       .WORD 0          ;11286
0730 ;MISC. STORAGE REGISTERS
0740 LCOUNT    .WORD 0          ;11288
0750 TIMER      .BYTE 0,0,0      ;11290
0760 VCOUNTER   .BYTE 0          ;11293
0770 TMPCTR1    .BYTE 0          ;11294
0780 TMPCTR2    .BYTE 0          ;11295
0790 DELTAA     .BYTE 0          ;11296
0800 DELTA8     .BYTE 0          ;11297
0810 DELTAR     .BYTE 0          ;11298
0820 DELTAO     .BYTE 0          ;11299
0830 INHI8OMA   .BYTE 0          ;11300
0840 SCALASW    .BYTE 7          ;11301
0850 SCALBSW    .BYTE 7          ;11302
0860 ;
0870 ;
0880 ;

```

9. Appendix III: FLTTOC0.ASM

```

10 .PAGE "FLOAT TO CASE0 MODULE -CASE 0- 09/06/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;BASIC'S ARRAY OF FLOATING POINT NUMBERS
70 ;AND FLOATING POINT SHAPE VECTOR INTO
80 ;A CASE0 DATA STRUCTURE.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AADR POINTS TO THE RESULTANT ARRAY
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;
0190 FLTTOCASE NOP
0200 JSR TIMERON ;INITIALIZE TIMER
0210 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0220 JSR UNLOAD4ARGS
0230 BCC FTOCOK
0240 JMP TIMEROFF ;ERR RTN: DUMPARGS
0250 ;
0260 ;ASSIGN Z2 AS AADR & LOAD ALL DELTA'S
0270 FTOCOK
0280 LDA AADR
0290 STA Z2
0300 LDA AADR + 1
0310 STA Z2 + 1
0320 LDA #6
0330 STA DELTAA ;INCREMENTS FLTA
0340 STA DELTAB ;INCREMENTS FLTB
0350 STA DELTAR ;INCREMENTS AADR
0360 ;(FLTB) CONTAINS RANK SPEC: GET # DIMS
0370 LDA FLTB
0380 STA FLPTR
0390 LDA FLTB + 1
0400 STA FLPTR + 1
0410 JSR FLDOP
0420 ;CONV. NO. OF DIMS TO INTEGER
0430 JSR FPI
0440 LDA FRO + 1 ;TEST M.S.BYTE: MUST BE 0
0450 BNE DIMSHI
0460 LDA FRO ;TEST L.S.BYTE: MUST BE <128
0470 BPL DIMSOKAY
0480 DIMSHI
0490 LDA #EDIMENSION ;BIT7 WAS NOT 0
0500 JSR ERROR
0510 JMP TIMEROFF ;ERROR RETURN
0520 DIMSOKAY
0530 STA TMPCTR2 ;SAVE NUMBER OF DIMS
0540 ASL A ;DOUBLE NO. OF DIMS
0550 LDY #0
0560 STA (Z2),Y ;STORE AT START OF 'A' HDR
0570 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0580 SEC ;2 * NO. OF DIMS + 1
0590 JSR PTRADVANCE
0600 ;TEST NO. OF DIMS: 0 MEANS 'A' IS SCALAR
0610 LDA TMPCTR2
0620 BNE FCAVEC
0630 ;COPY SCALAR VALUE FROM (FLTA) TO (AADR)
0640 STA LCOUNT + 1 ;MSBYTE <- 0
0650 LDA #1
0660 STA LCOUNT ;SCALAR ONLY HAS 1 VALUE
0670 JMP FCLOOPENTRY
0680 FCAVEC
0690 LDA #1
0700 STA ZTMP ;INIT Z2 INDEX
0710 ;LOOP THRU THE DIM LENGTHS OF FLTB
0720 ;CONV. EACH TO INTEGER & STORE IN 'A' HDR
0730 FCCPYLENGS
0740 LDA DELTAB
0750 LDY #FLTB-PTRBASE;ADVANCE FLTB ONE ELEMENT
0760 CLC
0770 JSR PTRADVANCE
0780 LDA FLTB
0790 STA FLPTR
0800 LDA FLTB + 1
0810 STA FLPTR + 1
0820 JSR FLDOP
0830 JSR FPI
0840 LDY ZTMP
0850 LDA FRO
0860 STA (Z2),Y
0870 INY
0880 LDA FRO + 1
0890 STA (Z2),Y
0900 INY
0910 STY ZTMP
0920 DEC TMPCTR2
0930 BNE FCCPYLENGS
0940 ;CALC LCOUNT, BASED UPON AADR HEADER
0950 ; (Z2 POINTS TO AADR)
0960 JSR LCCALC
0970 BCC FCLOOPENTRY
0980 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
0990 ;
1000 FCLOOPENTRY
1010 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1020 BEQ FCLOOPEXIT
1030 ;
1040 FCCPYLOOP
1050 ;FOR LCOUNT ITERATIONS, COPY (FLTA) TO (AADR)
1060 LDA FLTA
1070 STA FLPTR
1080 LDA FLTA + 1
1090 STA FLPTR + 1
1100 JSR FLDOP
1110 LDA AADR
1120 STA FLPTR
1130 LDA AADR + 1
1140 STA FLPTR + 1
1150 JSR FSTOP
1160 ;INCR. FLTA AND AADR TO NEXT LOCATION
1170 LDA DELTAA
1180 LDY #FLTA-PTRBASE;ADVANCE FLTA
1190 CLC
1200 JSR PTRADVANCE
1210 LDA DELTAR
1220 LDY #AADR-PTRBASE;ADVANCE AADR
1230 CLC
1240 JSR PTRADVANCEAGN
1250 JSR DECLCOUNT
1260 BNE FCCPYLOOP
1270 FCLOOPEXIT
1280 JSR NOERROR ;SUCCESSFUL EXIT
1290 JMP TIMEROFF
1300 ;
1310 ;
1320 ;

```

9. Appendix IIII: FLTTOC1.ASM

```
10 .PAGE "FLOAT TO CASE1 MODULE -CASE 1- 09/18/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;BASIC'S ARRAY OF FLOATING POINT NUMBERS
70 ;AND FLOATING POINT SHAPE VECTOR INTO
80 ;A CASE1 DATA STRUCTURE. IF THE ARGUMENT
90 ;IS NOT A CANDIDATE FOR AN INTEGER, AN ERROR
0100 ;CODE IS RETURNED.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0150 ;      AAOR POINTS TO THE RESULTANT ARRAY
0160 ;      FLTB POINTS TO THE SHAPE VECTOR
0170 ;      4TH ARGUMENT IS SPARE
0180 ;
0190 ;
0200 ;
0210 FLTTOCASE NOP
0220 JSR TIMERON ;INITIALIZE TIMER
0230 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0240 JSR UNLOAD4ARGS
0250 BCC FTOCOK
0260 JMP TIMEROFF ;ERR RTN: OUMPARGS
0270 ;
0280 ;ASSIGN Z2 AS AAOR & LOAD ALL DELTA'S
0290 FTOCOK
0300 LOA AAOR
0310 STA Z2
0320 LOA AAOR + 1
0330 STA Z2 + 1
0340 LOA #6
0350 STA DELTAA ;INCREMENTS FLTA
0360 STA DELTAB ;INCREMENTS FLTB
0370 STA DELTAR ;INCREMENTS AAOR
0380 ;(FLTB) CONTAINS RANK SPEC: GET # DIMS
0390 LOA FLTB
0400 STA FLPTR
0410 LOA FLTB + 1
0420 STA FLPTR + 1
0430 JSR FLOOP
0440 ;CONV. NO. OF DIMS TO INTEGER
0450 JSR FPI
0460 LOA FRO + 1 ;TEST M.S.BYTE: MUST BE 0
0470 BNE DIMSHI
0480 LOA FRO ;TEST L.S.BYTE: MUST BE <128
0490 BPL DIMSOKAY
0500 DIMSHI
0510 LOA #EDIMENSION ;BIT7 WAS NOT 0
0520 JSR ERROR
0530 JMP TIMEROFF ;ERROR RETURN
0540 DIMSOKAY
0550 STA TMPCTR2 ;SAVE NUMBER OF DIMS
0560 ASL A ;DOUBLE NO. OF DIMS
0570 LOY #0

0580 STA (Z2),Y ;STORE AT START OF 'A' HOR
0590 LOY #AAOR-PTR8ASE;ADVANCE AAOR PAST HOR
0600 SEC ;2 * NO. OF DIMS + 1
0610 JSR PTRADVANCE
0620 ;TEST NO. OF DIMS: 0 MEANS 'A' IS SCALAR
0630 LOA TMPCTR2
0640 BNE FCAVEC
0650 ;COPY SCALAR VALUE FROM (FLTA) TO (AAOR)
0660 STA LCOUNT + 1 ;MSBYTE <- 0
0670 LOA #1
0680 STA LCOUNT ;SCALAR ONLY HAS 1 VALUE
0690 JMP FCLOOPENTRY
0700 FCAVEC
0710 LOA #1
0720 STA ZTMP ;INIT Z2 INDEX
0730 ;LOOP THRU THE DIM LENGTHS OF FLTB
0740 ;CONV. EACH TO INTEGER & STORE IN 'A' HOR
0750 FCCPYLENGS
0760 LOA DELTAB
0770 LOY #FLTB-PTR8ASE;ADVANCE FLTB ONE ELEMENT
0780 CLC
0790 JSR PTRADVANCE
0800 LOA FLTB
0810 STA FLPTR
0820 LOA FLTB + 1
0830 STA FLPTR + 1
0840 JSR FLOOP
0850 JSR FPI
0860 LOY ZTMP
0870 LOA FRO
0880 STA (Z2),Y
0890 INY
0900 LOA FRO + 1
0910 STA (Z2),Y
0920 INY
0930 STY ZTMP
0940 DEC TMPCTR2
0950 BNE FCCPYLENGS
0960 ;CALC LCOUNT, BASED UPON AAOR HEADER
0970 ; (Z2 POINTS TO AAOR)
0980 JSR LCCALC
0990 BCC FCLOOPENTRY
1000 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1010 ;
1020 FCLOOPENTRY
1030 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1040 BEQ FCLOOPEXIT
1050 ;
1060 FCCPYLOOP
1070 ;FOR LCOUNT ITERATIONS, COPY (FLTA) TO FRO,
1080 ;CONVERT, AND STORE BACK TO (AAOR)
1090 LOA FLTA
1100 STA FLPTR
1110 LOA FLTA + 1
1120 STA FLPTR + 1
1130 JSR FLOOP
1140 JSR FC      ;IN MODULE COMMON1.ASM
```


9. Appendix IIII: FLTTOC1.ASM

```
1150 BCC FCSTOREBACK
1160 JMP TIMERDFF ;ERRDR RETURN
1170 FCSTOREBACK
1180 LDA AADR
1190 STA FLPTR
1200 LDA AADR + 1
1210 STA FLPTR + 1
1220 JSR FSTOP
1230 ;
1240 ;ELEMENT IS STORED. UPDATE ARRAY PDINTERS
1250 ;INCR. FLTA AND AADR TO NEXT LDCATION
1260 LDA DELTAA
1270 LDY #FLTA-PTRBASE;ADVANCE FLTA
1280 CLC
1290 JSR PTRADVANCE
1300 LDA DELTAR
1310 LDY #AADR-PTRBASE;ADVANCE AADR
1320 CLC
1330 JSR PTRADVANCEAGN
1340 JSR DECLCDUNT
1350 BNE FCCPYLDDP
1360 FCLDDPEXIT
1370 JSR NDERRDR ;SUCCESSFUL EXIT
1380 JMP TIMERDFF
1390 ;
1400 ;
1410 ;
```

9. Appendix III: FLTTOC2.ASM

```

10 .PAGE "FLOAT TO CASE2 MODULE -CASE 2- 11/12/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;BASIC'S ARRAY OF FLOATING POINT NUMBERS
70 ;AND FLOATING POINT SHAPE VECTOR INTO
80 ;A CASE2 OATA STRUCTURE.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0150 ;      AADR POINTS TO THE RESULTANT ARRAY
0160 ;      FLTB POINTS TO THE SHAPE VECTOR
0170 ;      4TH ARGUMENT IS SPARE
0180 ;
0190 ;
0200 ;
0210 FLTTOCASE NOP
0220 JSR TIMERON ;INITIALIZE TIMER
0230 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0240 JSR UNLOAD4ARGS
0250 BCC FTOCOK
0260 JMP TIMEROFF ;ERR RTN: DUMPARGS
0270 ;
0280 ;ASSIGN Z2 AS AADR & LOAD ALL DELTA'S
0290 FTOCOK
0300 LDA AADR
0310 STA Z2
0320 LDA AADR + 1
0330 STA Z2 + 1
0340 LDA #6
0350 STA DELTAA ;INCREMENTS FLTA
0360 STA DELTAB ;INCREMENTS FLTB
0370 STA DELTAR ;INCREMENTS AADR
0380 ;(FLTB) CONTAINS RANK SPEC: GET # DIMS
0390 LDA FLTB
0400 STA FLPTR
0410 LDA FLTB + 1
0420 STA FLPTR + 1
0430 JSR FLDOP
0440 ;CONV. NO. OF DIMS TO INTEGER
0450 JSR FPI
0460 LDA FRO + 1 ;TEST M.S.BYTE: MUST BE 0
0470 BNE DIMSHI
0480 LDA FRO ;TEST L.S.BYTE: MUST BE <128
0490 BPL DIMSOKAY
0500 DIMSHI
0510 LDA #EDIMENSION ;BIT7 WAS NOT 0
0520 JSR ERROR
0530 JMP TIMEROFF ;ERROR RETURN
0540 OIMSOKAY
0550 STA TMPCTR2 ;SAVE NUMBER OF DIMS
0560 ASL A ;DOUBLE NO. OF DIMS
0570 LDY #0
0580 STA (Z2),Y ;STORE AT START OF 'A' HDR
0590 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0600 SEC ;2 * NO. OF OIMS + 1
0610 JSR PTRADVANCE
0620 ;TEST NO. OF DIMS: 0 MEANS 'A' IS SCALAR
0630 LDA TMPCTR2
0640 BNE FCAVEC
0650 ;COPY SCALAR VALUE FROM (FLTA) TO (AADR)
0660 STA LCOUNT + 1 ;MSBYTE <- 0
0670 LDA #1
0680 STA LCOUNT ;SCALAR ONLY HAS 1 VALUE
0690 JMP FCLOOPENTRY
0700 FCAVEC
0710 LDA #1
0720 STA ZTMP ;INIT Z2 INDEX
0730 ;LOOP THRU THE DIM LENGTHS OF FLTB
0740 ;CONV. EACH TO INTEGER & STORE IN 'A' HDR
0750 FCCPYLENGS
0760 LDA DELTAB
0770 LDY #FLTB-PTRBASE;ADVANCE FLTB ONE ELEMENT
0780 CLC
0790 JSR PTRADVANCE
0800 LDA FLTB
0810 STA FLPTR
0820 LDA FLTB + 1
0830 STA FLPTR + 1
0840 JSR FLDOP
0850 JSR FPI
0860 LDY ZTMP
0870 LDA FRO
0880 STA (Z2),Y
0890 INY
0900 LDA FRO + 1
0910 STA (Z2),Y
0920 INY
0930 STY ZTMP
0940 DEC TMPCTR2
0950 BNE FCCPYLENGS
0960 ;CALC LCOUNT, BASED UPON AADR HEADER
0970 ; (Z2 POINTS TO AADR)
0980 JSR LCCALC
0990 BCC FCLOOPENTRY
1000 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1010 ;
1020 FCLOOPENTRY
1030 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1040 BEQ FCLOOPEXIT
1050 ;
1060 FCCPYLOOP
1070 ;FOR LCOUNT ITERATIONS, COPY (FLTA) TO FRO,
1080 ;CONVERT, AND STORE BACK TO (AADR)
1090 LDA FLTA
1100 STA FLPTR
1110 LDA FLTA + 1
1120 STA FLPTR + 1
1130 JSR FLDOP
1140 LDA #FRO & $$$; STORE "FRO" INFLPTR
1150 STA FLPTR
1160 LDA #FRO / $100

```

9. Appendix III: FLTTOC2.ASM

```
1170 STA FLPTR + 1
1180 ;CONVERT TO FLOATING POINT IF NOT ALREADY F.P.
1190 JSR FC          ;IN MODULE COMMON2.ASM
1200 ;IGNORE SUCCESS OR FAILURE ('C' FLAG)
1210 LOA AAOR
1220 STA FLPTR
1230 LDA AAOR + 1
1240 STA FLPTR + 1
1250 JSR FSTOP
1260 ;
1270 ;ELEMENT IS STORED.  UPDATE ARRAY POINTERS
1280 ;INCR. FLTA AND AAOR TO NEXT LOCATION
1290 LOA DELTAA
1300 LOY #FLTA-PTRBASE;ADVANCE FLTA
1310 CLC
1320 JSR PTRADVANCE
1330 LOA DELTAR
1340 LOY #AAOR-PTRBASE;ADVANCE AAOR
1350 CLC
1360 JSR PTRADVANCEAGN
1370 JSR DECLCOUNT
1380 BNE FCCPYLOOP
1390 .FCLOOPEXIT
1400 JSR NOERROR ;SUCCESSFUL EXIT
1410 JMP TIMEROFF
1420 ;
1430 ;
1440 ;
```

9. Appendix IIII: FLTTOC3.ASM

```

10 .PAGE "FLOAT TO CASE3 MOOULE -CASE 3- 12/23/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;BASIC'S ARRAY OF FLOATING POINT NUMBERS
70 ;AND FLOATING POINT SHAPE VECTOR INTO
80 ;A CASE-3 DATA STRUCTURE.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AAOR POINTS TO THE RESULTANT ARRAY
0140 ;      FLTB POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE
0160 ;
0170 ;
0180 ;FOR COMPATIBILITY WITH STOR FUNCTION
0190 ;IN MOOULE AOOMULT3.ASM, RAOR IS USED
0200 ;AS A WORKING REGISTER FOR AAOR WITHIN
0210 ;FCCPYLOOP (BELOW) AND POINTS TO THE
0220 ;RESULTANT DATA ELEMENTS
0230 ;
0240 ;
0250 FLTTOCASE NOP
0260 JSR TIMERON ;INITIALIZE TIMER
0270 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0280 JSR UNLOAO4ARGS
0290 BCC FTOCOK
0300 JMP TIMEROFF ;ERR RTN: OUMPARGS
0310 ;
0320 ;ASSIGN Z2 AS AAOR & LOAO ALL DELTA'S
0330 FTOCOK
0340 LOA AAOR
0350 STA Z2
0360 LOA AAOR + 1
0370 STA Z2 + 1
0380 LOA #6
0390 STA DELTAA ;INCREMENTS FLTA
0400 STA DELTAB ;INCREMENTS FLTB
0410 ;STOR SETS DELTAR, WHICH INCREMENTS RAOR
0420 ;(FLTB) CONTAINS RANK SPEC: GET # OIMS
0430 LOA FLTB
0440 STA FLPTR
0450 LOA FLTB + 1
0460 STA FLPTR + 1
0470 JSR FLOOP
0480 ;CONV. NO. OF OIMS TO INTEGER
0490 JSR FPI
0500 LOA FRO + 1 ;TEST M.S.BYTE: MUST BE 0
0510 BNE OIMSHI
0520 LOA FRO ;TEST L.S.BYTE: MUST BE <128
0530 BPL OIMSOKAY
0540 OIMSHI
0550 LOA #EOIMENSION ;BIT7 WAS NOT 0
0560 JSR ERROR
0570 JMP TIMEROFF ;ERROR RETURN

0580 OIMSOKAY
0590 STA TMPCTR2 ;SAVE NUMBER OF OIMS
0600 ASL A ;DOUBLE NO. OF OIMS
0610 LOY #0
0620 STA (Z2),Y ;STORE AT START OF 'A' HOR
0630 LOY #AAOR-PTRBASE;ADVANCE AAOR PAST HOR
0640 SEC ;2 * NO. OF OIMS + 1
0650 JSR PTRAOVANCE
0660 ;TEST NO. OF OIMS: 0 MEANS 'A' IS SCALAR
0670 LOA TMPCTR2
0680 BNE FCAVEC
0690 ;COPY SCALAR VALUE FROM (FLTA) TO (AAOR)
0700 STA LCOUNT + 1 ;MSBYTE <- 0
0710 LOA #1
0720 STA LCOUNT ;SCALAR ONLY HAS 1 VALUE
0730 JMP FCLOOPENTRY
0740 FCAVEC
0750 LOA #1
0760 STA ZTMP ;INIT Z2 INDEX
0770 ;LOOP THRU THE OIM LENGTHS OF FLTB
0780 ;CONV. EACH TO INTEGER & STORE IN 'A' HOR
0790 FCCPYLENGS
0800 LOA DELTAB
0810 LOY #FLTB-PTRBASE;ADVANCE FLTB ONE ELEMENT
0820 CLC
0830 JSR PTRAOVANCE
0840 LOA FLTB
0850 STA FLPTR
0860 LOA FLTB + 1
0870 STA FLPTR + 1
0880 JSR FLOOP
0890 JSR FPI
0900 LOY ZTMP
0910 LOA FRO
0920 STA (Z2),Y
0930 INY
0940 LOA FRO + 1
0950 STA (Z2),Y
0960 INY
0970 STY ZTMP
0980 DEC TMPCTR2
0990 BNE FCCPYLENGS
1000 ;CALC LCOUNT, BASED UPON AAOR HEADER
1010 ; (Z2 POINTS TO AAOR)
1020 JSR LCCALC
1030 BCC FCLOOPENTRY
1040 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'O ERROR CODE
1050 ;
1060 FCLOOPENTRY
1090 LOA AAOR ;XFER AAOR TO WORKING REG RAOR
1100 STA RAOR
1110 LOA AAOR + 1
1120 STA RAOR + 1
1122 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1124 BEQ FCLOOPEXIT
1130 ;
1140 FCCPYLOOP

```

9. Appendix III: FLTTOC3.ASM

```
1150 ;FOR LCOUNT ITERATIONS, COPY (FLTA) TO FRO,
1160 ;CONVERT, AND STORE BACK TO (RADR)
1170 LDA FLTA
1180 STA FLPTR
1190 LDA FLTA + 1
1200 STA FLPTR + 1
1210 JSR FLDOP
1220 LDA #FRO & $FF; STORE "FRO" IN FLPTR
1230 STA FLPTR
1240 LDA #FRO / $100
1250 STA FLPTR + 1
1260 ;CONVERT TO FLOATING POINT IF NOT ALREADY F.P.
1270 JSR FC ;IN MODULE COMMON3.ASM
1280 ;IGNORE SUCCESS OR FAILURE ('C' FLAG)
1290 LDA RADR
1300 STA FLPTR
1310 LDA RADR + 1
1320 STA FLPTR + 1
1330 JSR STOR ;IN MODULE ADDMULT3.ASM
1340 ;
1350 ;ELEMENT IS STORED. UPDATE ARRAY POINTERS
1360 ;INCR. FLTA AND RADR TO NEXT LOCATION
1370 LDA DELTAA
1380 LDY #FLTA-PTRBASE;ADVANCE FLTA
1390 CLC
1400 JSR PTRADVANCE
1410 LDA DELTAR
1420 LDY #RADR-PTRBASE;ADVANCE RADR BY ELEMENT
LENGTH
1430 CLC
1440 JSR PTRADVANCEAGN
1450 JSR DECLCOUNT
1460 BNE FCCPYLOOP
1470 FCLOOPEXIT
1480 ;RESTORE FINAL VALUE IN RADR TO AADR
1490 LDA RAOR
1500 STA AADR
1510 LDA RADR + 1
1520 STA AADR + 1
1530 JSR NOERROR ;SUCCESSFUL EXIT
1540 JMP TIMEROFF
1550 ;
1560 ;
1570 ;
```

9. Appendix III: FLTTOC4.ASM

```

10 .PAGE "FLOAT TO CASE4 MODULE -CASE 4- 1/22/84"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO CONVERT
60 ;BASIC'S ARRAY OF FLOATING POINT NUMBERS
70 ;AND FLOATING POINT SHAPE VECTOR INTO
80 ;A CASE-4 DATA STRUCTURE.
90 ;
0100 ;
0110 ;
0120 ;ARGS: FLTA POINTS TO THE FLOATING POINT ARRAY
0130 ;      AAOR POINTS TO THE RESULTANT ARRAY
0140 ;      FLT8 POINTS TO THE SHAPE VECTOR
0150 ;      4TH ARGUMENT IS SPARE      CASE 4
0160 ;
0170 ;
0180 ;FOR COMPATIBILITY WITH STORO IN MODULE
0190 ;A00MULT4.ASM & SETOR IN COMMON4.ASM, RAOR
0200 ;IS USED AS A WORKING REGISTER FOR AAOR
0210 ;WITHIN FCCPYLOOP (BELOW), AND POINTS TO
0220 ;THE RESULTANT DATA AREA.  OAOR POINTS
0230 ;INTO THE DEVELOPING OOPE VECTOR.
0240 ;
0250 ;
0260 FLTTOCASE NOP
0270 JSR TIMERON ;INITIALIZE TIMER
0280 ;UNLOAD AND STORE 4 ARGS FROM THE STACK
0290 JSR UNLOAD4ARGS
0300 BCC FTOCOK
0310 JMP TIMEROFF ;ERR RTN: OUMPARGS
0320 ;
0330 ;ASSIGN Z2 AS AAOR & LOAD ALL DELTA'S
0340 FTOCOK
0350 LOA AAOR
0360 STA Z2
0370 LOA AAOR + 1
0380 STA Z2 + 1
0390 LOA #6
0400 STA DELTAA ;INCREMENTS FLTA
0410 STA DELTAB ;INCREMENTS FLT8
0420 ;STORO SETS DELTAR, WHICH INCREMENTS RAOR
0430 ;SETOR SETS DELTAD, WHICH INCREMENTS OAOR
0440 ;(FLT8) CONTAINS RANK SPEC: GET # OIMS
0450 LOA FLT8
0460 STA FLPTR
0470 LOA FLT8 + 1
0480 STA FLPTR + 1
0490 JSR FLOOP
0500 ;CONV. NO. OF OIMS TO INTEGER
0510 JSR FPI
0520 LOA FRO + 1 ;TEST M.S.BYTE: MUST BE 0
0530 BNE OIMSHI
0540 LOA FRO ;TEST L.S.BYTE: MUST BE <128
0550 BPL OIMSOKAY
0560 OIMSHI
0570 LOA #EOIMENSION ;BIT7 WAS NOT 0
0580 JSR ERROR
0590 JMP TIMEROFF ;ERROR RETURN
0600 OIMSOKAY
0610 STA TMPCTR2 ;SAVE NUMBER OF OIMS
0620 ASL A ;DOUBLE NO. OF OIMS
0630 LOY #0
0640 STA (Z2),Y ;STORE AT START OF 'A' HOR
0650 LOY #AAOR-PTRBASE;ADVANCE AAOR PAST HOR
0660 SEC ;2 * NO. OF OIMS + 1
0670 JSR PTRADVANCE
0680 ;TEST NO. OF OIMS: 0 MEANS 'A' IS SCALAR
0690 LOA TMPCTR2
0700 BNE FCAVEC
0710 ;COPY SCALAR VALUE FROM (FLTA) TO (AAOR)
0720 STA LCOUNT + 1 ;MSBYTE <- 0
0730 LOA #1
0740 STA LCOUNT ;SCALAR ONLY HAS 1 VALUE
0750 JMP FCLOOPENTRY
0760 FCAVEC
0770 LOA #1
0780 STA ZTMP ;INIT Z2 INOEX
0790 ;LOOP THRU THE OIM LENGTHS OF FLT8
0800 ;CONV. EACH TO INTEGER & STORE IN 'A' HOR
0810 FCCPYLENGS
0820 LOA DELTAB
0830 LOY #FLT8-PTRBASE;ADVANCE FLT8 ONE ELEMENT
0840 CLC
0850 JSR PTRADVANCE
0860 LOA FLT8
0870 STA FLPTR
0880 LOA FLT8 + 1
0890 STA FLPTR + 1
0900 JSR FLOOP
0910 JSR FPI
0920 LOY ZTMP
0930 LOA FRO
0940 STA (Z2),Y
0950 INY
0960 LOA FRO + 1
0970 STA (Z2),Y
0980 INY
0990 STY ZTMP
1000 DEC TMPCTR2
1010 BNE FCCPYLENGS
1020 ;CALC LCOUNT, BASED UPON AAOR HEADER
1030 ; (Z2 POINTS TO AAOR)
1040 JSR LCCALC
1050 BCC FCLOOPENTRY
1060 JMP TIMEROFF ;ERROR RTN:LCCALC GEN'D ERROR CODE
1070 ;
1080 FCLOOPENTRY
1090 LOA AAOR ;XFER AAOR TO WORKING REG RAOR
1100 STA RAOR
1110 LOA AAOR + 1
1120 STA RAOR + 1
1130 ;NOW MAKE OAOR POINT TO START OF OOPE
1140 ;VECTOR. AND OFFSET RAOR TO POINT AFTER

```

9. Appendix III: IADD1.ASM

```
10 .PAGE "INTEGER ADDITION MODULE -CASE 1- 10/01/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER ADDITION
60 ;ON A PAIR OF CASE-1 DATA ELEMENTS
70 ;PRELOADED INTO FRO AND FR1, AND
80 ;PLACE THE RESULT INTO FRO.
90 ;
0100 IADD NDP
0110 SED ;SET BCD ARITHMETIC MODE
0120 ;COMPARE ALGEBRAIC SIGNS
0130 LDA FRO
0140 CMP FR1
0150 BNE IASIGNSDIFFER
0160 ;SIGNS ARE EQUAL ADD MAGNITUDES
0170 ;SIGN OF FRO IS ALREADY CORRECT
0180 CLC
0190 LDX #5
0200 IALOOP
0210 LDA FR1,X
0220 ADC FRO,X
0230 STA FRO,X ;RESULTANT BYTE -> FRO
0240 DEX
0250 BNE IALOOP ;GO BACK FOR NEXT PAIR
0260 JMP IAEXIT ;SUCCESSFUL, IF 'C' FLAG 0
0270 ;
0280 IASIGNSDIFFER
0290 ;FIND OUT WHETHER FRO OR FR1 IS BIGGER
0300 LDX #0
0310 IAFINDLOOP
0320 INX
0330 CPX #6 ;EXAMINED ALL 5 PAIRS OF BYTES?
0340 BEQ IAZERO ; EQUAL & OPPOSITE ARGUMENTS
0350 LDA FRO,X
0360 CMP FR1,X
0370 BEQ IAFINDLOOP;GO BACK FOR ANOTHER PAIR
0380 BCC IA1BIGGER ;FR1 IS BIGGER
0390 ;
0400 ;FRO IS BIGGER SINCE COMPARISON WAS POSITIVE
0410 ;SIGN OF FRO IS ALREADY CORRECT
0420 ;SUBTRACT FR1 MAGNITUDE FROM FRO
0430 SEC
0440 LDX #5
0450 IA0LOOP
0460 LDA FRO,X
0470 SBC FR1,X
0480 STA FRO,X ;RESULTANT -> FRO
0490 DEX
0500 BNE IA0LOOP;GO BACK FOR NEXT PAIR
0510 CLC ;NO OVERFLOW POSSIBLE:
0520 JMP IAEXIT ; SUCCESSFUL EXIT
0530 ;
0540 ;FR1 IS BIGGER THAN FRO
0550 IA1BIGGER
0560 ;SIGN OF RESULT WILL BE FR1'S
0570 LDA FR1
0580 STA FRO
0590 ;SUBTRACT FRO MAGNITUDE FROM FR1
0600 SEC
0610 LDX #5
0620 IA1LOOP
0630 LDA FR1,X
0640 SBC FRO,X
0650 STA FRO,X ;RESULTANT -> FRO
0660 DEX
0670 BNE IA1LOOP;GO BACK FOR NEXT PAIR
0680 CLC ;NO OVERFLOW POSSIBLE: SUCCESSFUL EXIT
0690 ;
0700 ;IF 'C' FLAG IS SET, OVERFLOW OCCURRED
0710 ;INTO SIGN BYTE, OTHERWISE SUCCESSFUL
0720 IAEXIT
0730 CLD ;RESET BCD ARITHMETIC MODE
0740 RTS
0750 ;
0760 ;SIGNS DIFFER, BUT MAGNITUDES ARE EQUAL
0770 ;RESULT MUST BE ALL ZEROS
0780 IAZERO
0790 CLD ;RESET BCD ARITHMETIC MOOE
0800 ;FILL FRO WITH ZEROS AND RETURN
0810 JMP CFZEROSPECIAL ;IN MODULE COMMON1.ASM
0820 ;
0830 ;
0840 ;
```

9. Appendix III: FLTTOC4.ASM

```
1150 ;THE DOPE VECTOR, WHERE RESULTANT DATA WILL GO
1160 JSR SETDR      ;IN COMMON4.ASM
1170 JSR TSTLCOUNT ;TEST FOR NULL VECTOR
1180 BEQ FCLOOPEXIT
1190 ;
1200 FCCPYLOOP
1210 ;FDR LCOUNT ITERATIONS, COPY (FLTA) TO FR0,
1220 ;CONVERT, AND STORE BACK TO (RADR)
1230 LDA FLTA
1240 STA FLPTR
1250 LDA FLTA + 1
1260 STA FLPTR + 1
1270 JSR FLD0P
1280 LDA #FR0 & $FF; STORE "FR0" IN FLPTR
1290 STA FLPTR
1300 LDA #FR0 / $100
1310 STA FLPTR + 1
1320 ;CONVERT TO FLOATING POINT IF NOT ALREADY F.P.
1330 JSR FC          ;IN MODULE COMMON4.ASM
1340 ;IGNORE SUCCESS OR FAILURE ('C' FLAG)
1350 LDA RADR
1360 STA FLPTR
1370 LDA RADR + 1
1380 STA FLPTR + 1
1390 JSR STORD      ;IN MODULE ADDMULT4.ASM
1400 ;
1410 ;ELEMENT IS STORED.  UPDATE ARRAY POINTERS
1420 ;INCR. FLTA AND RADR TO NEXT LOCATION
1430 LDA DELTAA
1440 LDY #FLTA-PTRBASE;ADVANCE FLTA
1450 CLC
1460 JSR PTRADVANCE
1470 LDA DELTAR
1480 LDY #RADR-PTRBASE;ADVANCE RADR
1490 CLC
1500 JSR PTRADVANCEAGN
1510 LDA DELTAD
1520 LDY #DADR-PTRBASE;ADVANCE DADR
1530 CLC
1540 JSR PTRADVANCEAGN
1550 JSR DECLCOUNT
1560 BNE FCCPYLOOP
1570 FCLOOPEXIT
1580 ;RESTORE FINAL VALUE IN RADR TO AADR
1590 LDA RADR
1600 STA AADR
1610 LDA RADR + 1
1620 STA AADR + 1
1630 JSR NDERROR ;SUCCESSFUL EXIT
1640 JMP TIMEROFF
1650 ;
1660 ;
1670 ;
```


9. Appendix III: IADD2.ASM

```

10 .PAGE "INTEGER ADDITION MODULE -CASE 2- 11/12/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER ADDITION
60 ;ON A PAIR OF CASE-1 DATA ELEMENTS
70 ;PRELOADED INTO FRO AND FR1, AND
80 ;PLACE THE RESULT INTO FRO.
90 ;
0100 IA00 NOP
0110  SE0          ;SET BCD ARITHMETIC MODE
0120 ;COMPARE ALGEBRAIC SIGNS
0130  LOA FRO
0140  CMP FR1
0150  BNE IASIGNSOIFFER
0160 ;SIGNS ARE EQUAL  ADD MAGNITUDES
0170 ;SIGN OF FRO IS ALREADY CORRECT
0180  CLC
0190  LOX #5
0200 IA1LOOP
0210  LOA FR1,X
0220  AOC FRO,X
0230  STA FRO,X  ;RESULTANT BYTE -> FRO
0240  DEX
0250  BNE IA1LOOP  ;GO BACK FOR NEXT PAIR
0260  JMP IAEXIT  ;SUCCESSFUL, IF 'C' FLAG  0
0270 ;
0280 IASIGNSOIFFER
0290 ;FIND OUT WHETHER FRO OR FR1 IS BIGGER
0300  LOX #0
0310 IAFINOLoop
0320  INX
0330  CPX #6  ;EXAMINED ALL 5 PAIRS OF BYTES?
0340  BEQ IAZERO ; EQUAL & OPPOSITE ARGUMENTS
0350  LOA FRO,X
0360  CMP FR1,X
0370  BEQ IAFINOLoop;GO BACK FOR ANOTHER PAIR
0380  BCC IA1BIGGER ;FR1 IS BIGGER
0390 ;
0400 ;FRO IS BIGGER SINCE COMPARISON WAS POSITIVE
0410 ;SIGN OF FRO IS ALREADY CORRECT
0420 ;SUBTRACT FR1 MAGNITUDE FROM FRO
0430  SEC
0440  LOX #5
0450 IA0LOOP
0460  LOA FRO,X
0470  SBC FR1,X
0480  STA FRO,X  ;RESULTANT -> FRO
0490  OEX
0500  BNE IA0LOOP;GO BACK FOR NEXT PAIR
0510  CLC ;NO OVERFLOW POSSIBLE:
0520  JMP IAEXIT ; SUCCESSFUL EXIT
0530 ;
0540 ;FR1 IS BIGGER THAN FRO
0550 IA1BIGGER
0560 ;SIGN OF RESULT WILL BE FR1'S
0570  LOA FR1
0580  STA FRO
0590 ;SUBTRACT FRO MAGNITUDE FROM FR1
0600  SEC
0610  LOX #5
0620 IA1LOOP
0630  LOA FR1,X
0640  SBC FRO,X
0650  STA FRO,X  ;RESULTANT -> FRO
0660  OEX
0670  BNE IA1LOOP;GO BACK FOR NEXT PAIR
0680  CLC ;NO OVERFLOW POSSIBLE: SUCCESSFUL EXIT
0690 ;
0700 ;IF 'C' FLAG IS SET, OVERFLOW OCCURRED
0710 ;INTO SIGN BYTE, OTHERWISE SUCCESSFUL
0720 IAEXIT
0730  CLD ;RESET BCD ARITHMETIC MODE
0740  RTS
0750 ;
0760 ;SIGNS DIFFER, BUT MAGNITUDES ARE EQUAL
0770 ;RESULT MUST BE ALL ZEROS
0780 IAZERO
0790  CLO ;RESET BCD ARITHMETIC MODE
0800 ;FILL FRO WITH ZEROS AND RETURN
0810  JMP IMZEROSPECIAL ;IN MODULE IMUL2.ASM
0820 ;
0830 ;
0840 ;

```

9. Appendix IIII: IADD3.ASM

```
10 .PAGE "INTEGER ADDITION MODULE -CASE 3- 12/11/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER ADDITION
60 ;ON A PAIR OF CASE-3 DATA ELEMENTS
70 ;PRELOADED INTO FRO AND FR1, AND
80 ;PLACE THE RESULT INTO FRO.
90 ;
0100 IADD NOP
0110 SED ;SET BCD ARITHMETIC MODE
0120 ;COMPARE ALGEBRAIC SIGNS
0130 LDA FRO
0140 CMP FR1
0150 BNE IASIGNSOIFFER
0160 ;SIGNS ARE EQUAL AOD MAGNITUDES
0170 ;SIGN OF FRO IS ALREADY CORRECT
0180 CLC
0190 LDX #5
0200 IALOOP
0210 LDA FR1,X
0220 ADC FRO,X
0230 STA FRO,X ;RESULTANT BYTE -> FRO
0240 DEX
0250 BNE IALOOP ;GO BACK FOR NEXT PAIR
0260 JMP IAEXIT ;SUCCESSFUL, IF 'C' FLAG 0
0270 ;
0280 IASIGNSDIFFER
0290 ;FIND OUT WHETHER FRO OR FR1 IS BIGGER
0300 LDX #0
0310 IAFINDLOOP
0320 INX
0330 CPX #6 ;EXAMINED ALL 5 PAIRS OF BYTES?
0340 BEQ IAZERO ; EQUAL & OPPOSITE ARGUMENTS
0350 LDA FRO,X
0360 CMP FR1,X
0370 BEQ IAFINDLOOP;GO BACK FOR ANOTHER PAIR
0380 BCC IA1BIGGER ;FR1 IS BIGGER
0390 ;
0400 ;FRO IS BIGGER SINCE COMPARISON WAS POSITIVE
0410 ;SIGN OF FRO IS ALREADY CORRECT
0420 ;SUBTRACT FR1 MAGNITUDE FROM FRO
0430 SEC
0440 LDX #5
0450 IAOLLOOP
0460 LDA FRO,X
0470 SBC FR1,X
0480 STA FRO,X ;RESULTANT -> FRO
0490 DEX
0500 BNE IAOLLOOP;GO BACK FOR NEXT PAIR
0510 CLC ;NO OVERFLOW POSSIBLE:
0520 JMP IAEXIT ; SUCCESSFUL EXIT
0530 ;
0540 ;FR1 IS BIGGER THAN FRO
0550 IA1BIGGER
0560 ;SIGN OF RESULT WILL BE FR1'S
0570 LDA FR1
0580 STA FRO
0590 ;SUBTRACT FRO MAGNITUDE FROM FR1
0600 SEC
0610 LDX #5
0620 IA1LDOP
0630 LDA FR1,X
0640 SBC FRO,X
0650 STA FRO,X ;RESULTANT -> FRO
0660 DEX
0670 BNE IA1LOOP;GO BACK FOR NEXT PAIR
0680 CLC ;NO OVERFLOW POSSIBLE: SUCCESSFUL EXIT
0690 ;
0700 ;IF 'C' FLAG IS SET, OVERFLOW OCCURRED
0710 ;INTO SIGN BYTE, OTHERWISE SUCCESSFUL
0720 IAEXIT
0730 CLD ;RESET BCD ARITHMETIC MODE
0740 RTS
0750 ;
0760 ;SIGNS DIFFER, BUT MAGNITUDES ARE EQUAL
0770 ;RESULT MUST BE ALL ZEROS
0780 IAZERO
0790 CLD ;RESET BCD ARITHMETIC MODE
0800 ;FILL FRO WITH ZEROS AND RETURN
0810 JMP IMZEROSPECIAL ;IN MODULE IMUL3.ASM
0820 ;
0830 ;
0840 ;
```

9. Appendix III: IADD4.ASM

```

10 .PAGE "INTEGER ADDITION MODULE -CASE 4- 1/21/84"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER ADDITION
60 ;ON A PAIR OF CASE-4 DATA ELEMENTS,
70 ;PRELOADED IN CASE-2 FORMAT INTO FRO AND FR1,
80 ;AND PLACE THE RESULT INTO FRO.
90 ;
0100 IADD NOP
0110 SED ;SET BCD ARITHMETIC MODE
0120 ;COMPARE ALGEBRAIC SIGNS
0130 LOA FRO
0140 CMP FR1
0150 BNE IASIGNSOIFFER
0160 ;SIGNS ARE EQUAL ADD MAGNITUDES
0170 ;SIGN OF FRO IS ALREADY CORRECT
0180 CLC
0190 LOX #5
0200 IALOOB
0210 LOA FR1,X
0220 AOC FRO,X
0230 STA FRO,X ;RESULTANT-BYTE -> FRO
0240 OEX
0250 BNE IALOOB ;GO BACK FOR NEXT PAIR
0260 JMP IAEXIT ;SUCCESSFUL, IF 'C' FLAG 0
0270 ;
0280 IASIGNSOIFFER
0290 ;FIND OUT WHETHER FRO OR FR1 IS BIGGER
0300 LOX #0
0310 IAFINOOB
0320 INX
0330 CPX #6 ;EXAMINED ALL 5 PAIRS OF BYTES?
0340 BEQ IAZERO ; EQUAL & OPPOSITE ARGUMENTS
0350 LOA FRO,X
0360 CMP FR1,X
0370 BEQ IAFINOOB;GO BACK FOR ANOTHER PAIR
0380 BCC IA1BIGGER ;FR1 IS BIGGER
0390 ;
0400 ;FRO IS BIGGER SINCE COMPARISON WAS POSITIVE
0410 ;SIGN OF FRO IS ALREADY CORRECT
0420 ;SUBTRACT FR1 MAGNITUDE FROM FRO
0430 SEC
0440 LOX #5
0450 IAOLOOB
0460 LOA FRO,X
0470 SBC FR1,X
0480 STA FRO,X ;RESULTANT -> FRO
0490 OEX
0500 BNE IAOLOOB;GO BACK FOR NEXT PAIR
0510 CLC ;NO OVERFLOW POSSIBLE:
0520 JMP IAEXIT ; SUCCESSFUL EXIT
0530 ;
0540 ;FR1 IS BIGGER THAN FRO
0550 IA1BIGGER
0560 ;SIGN OF RESULT WILL BE FR1'S
0570 LOA FR1
0580 STA FRO
0590 ;SUBTRACT FRO MAGNITUDE FROM FR1
0600 SEC
0610 LOX #5
0620 IA1LOOB
0630 LOA FR1,X
0640 SBC FRO,X
0650 STA FRO,X ;RESULTANT -> FRO
0660 OEX
0670 BNE IA1LOOB;GO BACK FOR NEXT PAIR
0680 CLC ;NO OVERFLOW POSSIBLE: SUCCESSFUL EXIT
0690 ;
0700 ;IF 'C' FLAG IS SET, OVERFLOW OCCURRED
0710 ;INTO SIGN BYTE, OTHERWISE SUCCESSFUL
0720 IAEXIT
0730 CLO ;RESET BCD ARITHMETIC MODE
0740 RTS
0750 ;
0760 ;SIGNS DIFFER, BUT MAGNITUDES ARE EQUAL
0770 ;RESULT MUST BE ALL ZEROS
0780 IAZERO
0790 CLO ;RESET BCD ARITHMETIC MODE
0800 ;FILL FRO WITH ZEROS AND RETURN
0810 JMP IMZEROSPECIAL ;IN MODULE IMUL4.ASM
0820 ;
0830 ;
0840 ;

```

9. Appendix III: IMUL1.ASM

```

10 .PAGE "INTEGER MULTIPLICATION MODULE CASE 1
    10/04/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER MULTIPLICATION
60 ;ON A PAIR OF CASE-1 OATA ELEMENTS
70 ;PRELOAOED INTO FRO AND FR1, AND
80 ;PLACE THE RESULT INTO FRO.
90 ;
0100 ;
0110 ;X IS INDEX INTO TEMPORARY PROOUCT REGISTER
0120 ;Y IS INOEK INTO FRO,FR1,P & C TABLES
0130 ;DIGITS A AND B ARE THE LEFT AND RIGHT
0140 ;NIBBLES OF A BYTE SELECTED FROM FRO.
0150 ;DIGITS C AND O ARE THE LEFT AND RIGHT
0160 ;NIBBLES OF A BYTE SELECTEO FROM FR1.
0170 ;DIGITS E AND F ARE THE LEFT AND RIGHT
0180 ;NIBBLES FROM FR1, ONE BYTE TO THE RIGHT
0190 ;FROM THE BYTE COMPRISING DIGITS C & D.
0200 ;MULTIPLICATION IS PERFORMED BY FORMING
0210 ;ONE-BYTE INOICES FROM MULTIPLIER AND MULTI-
0220 ;PLICAND DIGITS, ACCESSING TABLES C AND P.
0230 ;ACCUMULATING AN ADDEND, AND FINALLY
0240 ;ADDING IT TO A BYTE OF THE DEVELOPING
0250 ;PRODUCT. THE RIGHT NIBBLE OF THE
0260 ;ADDEND IS THE SUM OF P(BD), P(EA), C(AF)
0270 ;AND C(EB), PLUS ANY CARRY FROM THE
0280 ;ADDEND TO THE RIGHT. THE LEFT NIBBLE
0290 ;OF THE ADDEND IS THE SUM OF C(BO), C(EA),
0300 ;P(AD) AND P(CB), PLUS ANY CARRY FROM THE
0310 ;RIGHT NIBBLE OF THE AOOENO.
0320 ;
0330 ;IMUL-SPECIFIC OEFINITIONS
0340 ;
0350 ZY0 $D0 ;CURRENT INOEK INTO FRO
0360 ZY1 $D1 ;CURRENT INOEK INTO FR1
0370 ZLIMO = $D2 ;LOWER END OF FRO
0380 ZLIM1 = $D3 ;LOWER END OF FR1
0390 ZPROD = $E6 ;THRU $EF: TEMP PROOUCT REG
0400 ZCARRY = $DA ;HOLOS CARRY IN M.S.NIBBLE
0410 ZHOLD $DB ;ACCUMULATOR FOR ONE-BYTE ADDEND
0420 PTAB $DC ; & $00: INOIRECT REF TO TABLE P
0430 CTAB $DE ; & $DF: INOIRECT REF TO TABLE C
0440 ;THE NEXT 12 BYTES HOLD 2-DIGIT INDICES
0450 ZOA $F0 ;DIGIT A IN RIGHT NIBBLE
0460 ZAO $F1 ;DIGIT A IN LEFT NIBBLE
0470 ZOB $F2 ;DIGIT B IN RIGHT NIBBLE
0480 ZBO $F3 ;DIGIT B IN LEFT NIBBLE
0490 ZAD $F4 ;DIGITS A AND D
0500 ZAF $F5 ;DIGITS A AND F
0510 ZBD $F6 ;DIGITS B AND D
0520 ZBF $F7 ;DIGITS B AND F
0530 ZCA $F8 ;OIGITS C AND A
0540 ZCB $F9 ;OIGITS C AND B
0550 ZEA $FA ;DIGITS E AND A
0560 ZEB $FB ;DIGITS E AND B
0570 ;
0580 ZSIGN = $FE ;TEMP STORAGE FOR SIGN OF RESULT
0590 ZPRODX = $FF ;CURRENT INDEX INTO ZPROD
0600 ;
0610 ;
0620 ;INITIALIZATION
0630 ;
0640 ;SELECT SIGN OF RESULT AND SAVE
0650 IMUL
0660 LDA FRO
0670 CMP FR1
0680 BEQ IMPLUS ;IF EQUAL RESULT SIGN +
0690 LDA #$80 ;ELSE RESULT SIGN IS
0700 STA ZSIGN
0710 JMP IMINIT
0720 IMPLUS
0730 LDA #0
0740 STA ZSIGN
0750 ;
0760 ;FIND MOST SIGNIFICANT BYTES IN FRO & FR1
0770 ;WHICH ARE NON-ZERO AND SAVE INDICES
0780 IMINIT
0790 LDY #0
0800 IMOLOOP
0810 INY ;NEXT BYTE
0820 LDA FRO,Y ;TEST BYTE
0830 BEQ IMOLOOP
0840 ;CHECK THAT ENTIRE FRO DIDN'T CONTAIN ZEROS
0850 CPY #6
0860 BCC IM00
0870 JMP CFZEROSPECIAL ;MODULE COMMON1.ASM
0880 IM00
0890 STY ZLIMO ;SAVE M.S.BYTE INDEX FOR FRO
0900 LDY #0
0910 IM1LOOP
0920 INY ;NEXT BYTE
0930 LDA FR1,Y ;TEST BYTE
0940 BEQ IM1LOOP
0950 ;CHECK THAT ENTIRE FR1 DIDN'T CONTAIN ZEROS
0960 CPY #6
0970 BCC IM11
0980 JMP CFZEROSPECIAL ;MODULE COMMON1.ASM
0990 IM11
1000 STY ZLIM1 ;SAVE M.S.BYTE INDEX FOR FR1
1010 ;
1020 ;CLEAR ZCARRY AND SIGN BYTES OF FRO & FR1
1030 LDA #0
1040 STA ZCARRY
1050 STA FRO
1060 A FR1
1070 ;
1080 ;ZERO ZPROD AND BYTE INDICES
1090 LDY # ZEB ZPROD
1100 IMINITLOOP
1110 STA ZPROD,Y
1120 DEY
1130 BPL IMINITLOOP

```

9. Appendix III: IMUL1.ASM

```

1140 ;
1150 ;INITIALIZE CTAB AND PTAB
1160 LDA #C & $FF
1170 STA CTAB
1180 LDA #C/$100
1190 STA CTAB + 1
1200 LDA #P & $FF
1210 STA PTAB
1220 LDA #P/$100
1230 STA PTAB + 1
1240 ;
1250 ;INITIALIZE ZY0 TO L.S.INDEX+1 OF FRO
1260 ;AND ZPRODX TO L.S.INDEX+1 OF ZPROD
1270 LDA #6
1280 STA ZY0
1290 LDA #10
1300 STA ZPRODX
1310 ;
1320 ;SET DECIMAL MODE ARITHMETIC
1330 SED
1340 ;
1350 ;
1360 ;MAIN INTEGER MULTIPLICATION LOOP
1370 ;ONE ITERATION MULTIPLIES CURRENT BYTE
1380 ;OF FRO BY ALL BYTES OF FR1 AND ADDS
1390 ;RESULT TO ZPROD.
1400 IMULLOOP
1410 ;ADVANCE TO NEXT BYTE TO THE LEFT IN FRO
1420 LDY ZY0 ;CURRENT INDEX
1430 CPY ZLIM0 ;INDEX OF MOST SIGNIFICANT
1440 BPL IMULLOOPCONT ;M.S.BYTE AND ONE MORE
1450 JMP IMULEXIT
1460 ;
1470 IMULLOOPCONT
1480 DEY
1490 STY ZY0
1500 ;FORM Z0A,ZA0,Z0B,ZB0 FOR THIS DIGIT
1510 LDA FRO,Y ;DIGITS A & B
1520 AND #$F0 ;SELECT DIGIT A
1530 STA ZA0 ;DIGIT A IN LEFT NIBBLE
1540 LSR A
1550 LSR A
1560 LSR A
1570 LSR A
1580 STA Z0A ;DIGIT A IN RIGHT NIBBLE
1590 LDA FRO,Y ;DIGITS A & B AGAIN
1600 AND #$0F ;SELECT DIGIT B
1610 STA Z0B ;DIGIT B IN RIGHT NIBBLE
1620 ASL A
1630 ASL A
1640 ASL A
1650 ASL A
1660 STA ZB0 ;DIGIT B IN LEFT NIBBLE
1670 ;ZERO THE BYTE INDICES NOT USED FOR THE
1680 ;LEAST SIGNIFICANT OPERATION ON ZPROD.
1690 LDA #0
1700 STA ZCARRY

1710 STA ZAF
1720 STA ZBF
1730 STA ZEA
1740 STA ZEB
1750 ;INITIALIZE START INDEX INTO ZPROD
1760 LDX ZPRODX
1770 DEX
1780 STX ZPRODX ;START ONE BYTE TO LEFT NEXT TIME
1790 ;INITIIALIZE FR1 INDEX TO L.S.BYTE + 1
1800 LDY #6
1810 STY ZY1
1820 ;
1830 ;
1840 ;MULTIPLICATION INNER LOOP. ON EACH
1850 ;ITERATION, MULTIPLY THE CURRENT FRO BYTE
1860 ;BY THE NEXT FR1 BYTE, ACCUMULATE THE
1870 ;ADDEND AND FINALLY ADD IT TO DEVELOPING
1880 ;PRODUCT IN ZPROD.
1890 ;
1900 IMINNERLOOP
1910 LDY ZY1 ;GET PREVIOUS FR1 INDEX
1920 CPY ZLIM1 ;MOST SIGNIFICANT BYTE YET?
1930 BMI IMULLOOP ;POP BACK OUT TO MAIN LOOP
1940 DEY ;NEXT MOST SIGNIFICANT BYTE OF FR1
1950 STY ZY1 ;SAVE INDEX FOR SUBSEQUENT ITERATION
1960 ;FORM ZAD, ZBD, ZCA, ZCB FOR NEW FR1 BYTE
1970 LDA FR1,Y ;DIGITS C & D
1980 AND #$0F ;SELECT DIGIT D
1990 ORA ZA0 ;COMBINE WITH DIGIT A
2000 STA ZAD
2010 AND #$0F ;ISOLATE DIGIT D AGAIN
2020 ORA ZB0 ;COMBINE WITH DIGIT B
2030 STA ZBD
2040 LDA FR1,Y ;DIGITS C & D AGAIN
2050 AND #$F0 ;SELECT DIGIT C
2060 ORA Z0B ;COMBINE WITH DIGIT B
2070 STA ZCB
2080 AND #$F0 ;ISOLATE DIGIT C AGAIN
2090 ORA Z0A ;COMBINE WITH DIGIT A
2100 STA ZCA
2110 ;
2120 ;ADD PREVIOUS CARRY TO REQUIRED COMPONENTS
2130 ;OF LEAST SIGNIFICANT NIBBLE OF ADDEND
2140 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2150 LSR A
2160 LSR A
2170 LSR A
2180 LSR A ;CARRY IN L.S. NIBBLE
2190 CLC
2200 LDY ZBD
2210 ADC (PTAB),Y
2220 LDY ZEA
2230 ADC (PTAB),Y
2240 LDY ZAF
2250 ADC (CTAB),Y
2260 LDY ZEB
2270 ADC (CTAB),Y

```

9. Appendix IIII: IMUL1.ASM

```
2280 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2290 AND #$0F ;SELECT L.S. NIBBLE
2300 STA ZHOLD ;SAVE FOR ADDEND
2310 ;
2320 ;NOW DO IT OVER AGAIN FOR MOST SIGNIFICANT
2330 ;NIBBLE OF ADOEND.
2340 LDA ZCARRY ;GET CARRY
2350 LSR A
2360 LSR A
2370 LSR A
2380 LSR A ;CARRY IN L.S. NIBBLE
2390 CLC
2400 LOY ZBD
2410 AOC (CTAB),Y
2420 LDY ZEA
2430 ADC (CTAB),Y
2440 LDY ZAD
2450 ADC (PTAB),Y
2460 LDY ZCB
2470 ADC (PTAB),Y
2480 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2490 ;COMBINE LEAST AND MOST SIGNIFICANT
2500 ;NIBBLES OF ADDENO AND ADD. TO CURRENT
2510 ;BYTE OF ZPROD.
2520 ASL A
2530 ASL A
2540 ASL A
2550 ASL A ;M.S. NIBBLE OF ADDEND IN POSITION
2560 ORA ZHOLD ;COMBINE WITH L.S. NIBBLE
2570 CLC
2580 ADC ZPROD,X ;ADD TO CURRENT PRODUCT BYTE
2590 STA ZPROD,X
2600 ;
2610 ;IF CARRY OCCURREO, BUMP ZCARRY APPROPRIATELY
2620 BCC IMNOCARRY
2630 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2640 ADC #$0F ;ACTUALLY $10, SINCE 'C' IS SET
2650 STA ZCARRY
2660 ;
2670 ;PREPARE FOR NEXT INNER LOOP ITERATION
2680 IMNOCARRY
2690 DEX ;ADVANCE TO NEXT ZPROD BYTE
2700 LDA ZAO ;SHIFT BYTE INDICES SO THAT
2710 STA ZAF ;DIGIT D -> DIGIT F
2720 LDA ZBO ;DIGIT C -> DIGIT E
2730 STA ZBF
2740 LDA ZCA
2750 STA ZEA
2760 LDA ZCB
2770 STA ZEB
2780 JMP IMINNERLOOP ;NEXT LOOP ITERATION
2790 ;
2800 ;
2810 ;CONTROL ARRIVES HERE AFTER LAST ITERATION
2820 ;OF MAIN LOOP
2830 IMULEXIT
2840 CLD ;RESET BCD ARITHMETIC MODE
2850 ;CHECK TO SEE IF PRODUCT EXCEEDS 5 BYTES
2860 LDY #4 ;ZPROD INDEX 6TH FROM M.S. BYTE
2870 IMCKLOOP
2880 LDA ZPROD,Y ;TEST THE BYTE
2890 BNE IMOVERFLOW
2900 DEY
2910 BPL IMCKLOOP
2920 ;
2930 ;COPY PRODUCT FROM ZPROD INTO FRO
2940 LDY #4 ;INDEX OF LEAST SIGNIFICANT BYTE
2950 IMCPYLOOP
2960 LDA ZPROD+5,Y
2970 STA FRO+1,Y
2980 DEY
2990 BPL IMCPYLOOP
3000 ;
3010 ;RETRIEVE SIGN OF RESULT AND STORE IN FRO
3020 LDA ZSIGN
3030 STA FRO
3040 ;
3050 ;INDICATE SUCCESSFUL EXIT AND RETURN
3060 CLC ;JSR NOERROR WOULD DESTROY FRO CONTENTS
3070 RTS
3080 ;
3090 ;
3100 ;IN CASE OF EXCESSIVELY LARGE PRODUCT
3110 IMOVERFLOW
3120 LDA #EFPOUTOFRANGE
3130 JSR ERROR
3140 RTS ;UNSUCCESSFUL EXIT
3150 ;
3160 ;
3170 ;
```

9. Appendix III: IMUL2.ASM

```

10 .PAGE "INTEGER MULTIPLICATION MODULE CASE 2
    11/19/83"
20 ;AUTHDR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER MULTIPLICATION
60 ;ON A PAIR OF CASE-1 DATA ELEMENTS
70 ;PRELOADED INTO FRO AND FR1, AND
80 ;PLACE THE RESULT INTO FRO.
90 ;
0100 ;
0110 ;X IS INDEX INTO TEMPORARY PRODUCT REGISTER
0120 ;Y IS INDEX INTO FRO,FR1,P & C TABLES
0130 ;DIGITS A AND B ARE THE LEFT AND RIGHT
0140 ;NIBBLES OF A BYTE SELECTED FROM FRO.
0150 ;DIGITS C AND D ARE THE LEFT AND RIGHT
0160 ;NIBBLES OF A BYTE SELECTED FROM FR1.
0170 ;DIGITS E AND F ARE THE LEFT AND RIGHT
0180 ;NIBBLES FROM FR1, ONE BYTE TO THE RIGHT
0190 ;FROM THE BYTE COMPRISING DIGITS C & D.
0200 ;MULTIPLICATION IS PERFORMED BY FORMING
0210 ;ONE-BYTE INDICES FROM MULTIPLIER AND MULTI-
0220 ;PLICAND DIGITS, ACCESSING TABLES C AND P.
0230 ;ACCUMULATING AN ADDEND, AND FINALLY
0240 ;ADDING IT TO A BYTE OF THE DEVELOPING
0250 ;PRODUCT. THE RIGHT NIBBLE OF THE
0260 ;ADDEND IS THE SUM OF P(BD), P(EA), C(AF)
0270 ;AND C(EB), PLUS ANY CARRY FROM THE
0280 ;ADDEND TO THE RIGHT. THE LEFT NIBBLE
0290 ;OF THE ADDEND IS THE SUM OF C(BD), C(EA),
0300 ;P(AD) AND P(CB), PLUS ANY CARRY FROM THE
0310 ;RIGHT NIBBLE OF THE ADDEND.
0320 ;
0330 ;IMUL-SPECIFIC DEFINITIONS
0340 ;
0350 ZY0 $D0 ;CURRENT INDEX INTO FRO
0360 ZY1 $D1 ;CURRENT INDEX INTO FR1
0370 ZLIM0 $D2 ;LOWER END OF FRO
0380 ZLIM1 $D3 ;LOWER END OF FR1
0390 ZPROD $E6 ;THRU $EF: TEMP PRODUCT REG
0400 ZCARRY $DA ;HOLDS CARRY IN M.S.NIBBLE
0410 ZHOLD $DB ;ACCUMULATOR FOR ONE-BYTE ADDEND
0420 PTAB $DC ; & $DD: INDIRECT REF TO TABLE P
0430 CTAB $DE ; & $DF: INDIRECT REF TO TABLE C
0440 ;THE NEXT 12 BYTES HOLD 2-DIGIT INDICES
0450 ZOA $F0 ;DIGIT A IN RIGHT NIBBLE
0460 ZAO = $F1 ;DIGIT A IN LEFT NIBBLE
0470 ZOB = $F2 ;DIGIT B IN RIGHT NIBBLE
0480 ZBO = $F3 ;DIGIT B IN LEFT NIBBLE
0490 ZAD $F4 ;DIGITS A AND D
0500 ZAF $F5 ;DIGITS A AND F
0510 ZBD $F6 ;DIGITS B AND D
0520 ZBF $F7 ;DIGITS B AND F
0530 ZCA $F8 ;DIGITS C AND A
0540 ZCB $F9 ;DIGITS C AND B
0550 ZEA $FA ;DIGITS E AND A
0560 ZEB $FB ;DIGITS E AND B
0570 ;
0580 ZSIGN $FE ;TEMP STORAGE FOR SIGN OF RESULT
0590 ZPRODX $FF ;CURRENT INDEX INTO ZPROD
0600 ;
0610 ;
0620 ;INITIALIZATION
0630 ;
0640 ;SELECT SIGN OF RESULT AND SAVE
0650 IMUL
0660 LDA FRO
0670 CMP FR1
0680 BEQ IMPLUS ;IF EQUAL RESULT SIGN +
0690 LDA #$80 ;ELSE RESULT SIGN IS
0700 STA ZSIGN
0710 JMP IMINIT
0720 IMPLUS
0730 LDA #0
0740 STA ZSIGN
0750 ;
0760 ;FIND MOST SIGNIFICANT BYTES IN FRO & FR1
0770 ;WHICH ARE NON-ZERO AND SAVE INDICES
0780 IMINIT
0790 LDY #0
0800 IM0LOOP
0810 INY ;NEXT BYTE
0820 LDA FRO,Y ;TEST BYTE
0830 BEQ IM0LDDP
0840 ;CHECK THAT ENTIRE FRO DIDN'T CONTAIN ZEROS
0850 CPY #6
0860 BCC IM00
0870 JMP IMZEROSPECIAL ;PRODUCT IS ZERO
0880 IM00
0890 STY ZLIM0 ;SAVE M.S.BYTE INDEX FOR FRO
0900 LDY #0
0910 IM1LOOP
0920 INY ;NEXT BYTE
0930 LDA FR1,Y ;TEST BYTE
0940 BEQ IM1LOOP
0950 ;CHECK THAT ENTIRE FR1 DIDN'T CONTAIN ZEROS
0960 CPY #6
0970 BCC IM11
0980 JMP IMZEROSPECIAL ;PRODUCT IS ZERO
0990 IM11
1000 STY ZLIM1 ;SAVE M.S.BYTE INDEX FOR FR1
1010 ;
1020 ;CLEAR ZCARRY AND SIGN BYTES OF FRO & FR1
1030 LDA #0
1040 STA ZCARRY
1050 STA FRO
1060 STA FR1
1070 ;
1080 ;ZERO ZPROD AND BYTE INDICES
1090 LDY # ZEB ZPROD
1100 IMINITLDDP
1110 STA ZPROD,Y
1120 DEY
1130 BPL IMINITLDDP

```

9. Appendix III: IMUL2.ASM

```
1140 ;
1150 ;INITIALIZE CTAB AND PTAB
1160 LDA #C & $FF
1170 STA CTAB
1180 LDA #C/$100
1190 STA CTAB + 1
1200 LDA #P & $FF
1210 STA PTAB
1220 LDA #P/$100
1230 STA PTAB + 1
1240 ;
1250 ;INITIALIZE ZY0 TO L.S.INDEX+1 OF FRO
1260 ;AND ZPRODX TO L.S.INDEX+1 OF ZPROD
1270 LDA #6
1280 STA ZY0
1290 LDA #10
1300 STA ZPRODX
1310 ;
1320 ;SET DECIMAL MODE ARITHMETIC
1330 SED
1340 ;
1350 ;
1360 ;MAIN INTEGER MULTIPLICATION LOOP
1370 ;ONE ITERATION MULTIPLIES CURRENT BYTE
1380 ;OF FRO BY ALL BYTES OF FR1 AND ADDS
1390 ;RESULT TO ZPROD.
1400 IMULLOOP
1410 ;ADVANCE TO NEXT BYTE TO THE LEFT IN FRO
1420 LDY ZY0 ;CURRENT INDEX
1430 CPY ZLIM0 ;INDEX OF MOST SIGNIFICANT
1440 BPL IMULLOOPCONT ;M.S.BYTE AND ONE MORE
1450 JMP IMULEXIT
1460 ;
1470 IMULLOOPCONT
1480 DEY
1490 STY ZY0
1500 ;FORM Z0A,ZA0,Z0B,ZB0 FOR THIS DIGIT
1510 LDA FRO,Y ;DIGITS A & B
1520 AND #$F0 ;SELECT DIGIT A
1530 STA ZA0 ;DIGIT A IN LEFT NIBBLE
1540 LSR A
1550 LSR A
1560 LSR A
1570 LSR A
1580 STA Z0A ;DIGIT A IN RIGHT NIBBLE
1590 LDA FRO,Y ;DIGITS A & B AGAIN
1600 AND #$0F ;SELECT DIGIT B
1610 STA Z0B ;DIGIT B IN RIGHT NIBBLE
1620 ASL A
1630 ASL A
1640 ASL A
1650 ASL A
1660 STA ZB0 ;DIGIT B IN LEFT NIBBLE
1670 ;ZERO THE BYTE INDICES NOT USED FOR THE
1680 ;LEAST SIGNIFICANT OPERATION ON ZPROD.
1690 LDA #0
1700 STA ZCARRY

1710 STA ZAF
1720 STA ZBF
1730 STA ZEA
1740 STA ZEB
1750 ;INITIALIZE START INDEX INTO ZPROD
1760 LOX ZPRODX
1770 DEX
1780 STX ZPRODX ;START ONE BYTE TO LEFT NEXT TIME
1790 ;INITIIALIZE FR1 INDEX TO L.S.BYTE + 1
1800 LDY #6
1810 STY ZY1
1820 ;
1830 ;
1840 ;MULTIPLICATION INNER LOOP. ON EACH
1850 ;ITERATION, MULTIPLY THE CURRENT FRO BYTE
1860 ;BY THE NEXT FR1 BYTE, ACCUMULATE THE
1870 ;ADDEND AND FINALLY ADD IT TO DEVELOPING
1880 ;PRODUCT IN ZPROD.
1890 ;
1900 IMINNERLOOP
1910 LDY ZY1 ;GET PREVIOUS FR1 INDEX
1920 CPY ZLIM1 ;MOST SIGNIFICANT BYTE YET?
1930 BMI IMULLOOP ;POP BACK OUT TO MAIN LOOP
1940 DEY ;NEXT MOST SIGNIFICANT BYTE OF FR1
1950 STY ZY1 ;SAVE INDEX FOR SUBSEQUENT ITERATION
1960 ;FORM ZAD, Z8D, ZCA, ZCB FOR NEW FR1 BYTE
1970 LDA FR1,Y ;DIGITS C & D
1980 AND #$0F ;SELECT DIGIT D
1990 ORA ZA0 ;COMBINE WITH DIGIT A
2000 STA ZAD
2010 AND #$0F ;ISOLATE DIGIT D AGAIN
2020 ORA ZB0 ;COMBINE WITH DIGIT B
2030 STA Z8D
2040 LDA FR1,Y ;DIGITS C & D AGAIN
2050 AND #$F0 ;SELECT DIGIT C
2060 ORA Z0B ;COMBINE WITH DIGIT B
2070 STA ZCB
2080 AND #$F0 ;ISOLATE DIGIT C AGAIN
2090 ORA Z0A ;COMBINE WITH DIGIT A
2100 STA ZCA
2110 ;
2120 ;ADD PREVIOUS CARRY TO REQUIRED COMPONENTS
2130 ;OF LEAST SIGNIFICANT NIBBLE OF ADDEND
2140 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2150 LSR A
2160 LSR A
2170 LSR A
2180 LSR A ;CARRY IN L.S. NIBBLE
2190 CLC
2200 LDY Z8D
2210 ADC (PTAB),Y
2220 LDY ZEA
2230 ADC (PTAB),Y
2240 LDY ZAF
2250 ADC (CTAB),Y
2260 LDY ZEB
2270 ADC (CTAB),Y
```


9. Appendix IIII: IMUL2.ASM

```
2280 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2290 AND #$0F ;SELECT L.S. NIBBLE
2300 STA ZHOLD ;SAVE FOR ADDEND
2310 ;
2320 ;NOW DO IT OVER AGAIN FOR MOST SIGNIFICANT
2330 ;NIBBLE OF ADDEND.
2340 LDA ZCARRY ;GET CARRY
2350 LSR A
2360 LSR A
2370 LSR A
2380 LSR A ;CARRY IN L.S. NIBBLE
2390 CLC
2400 LDY ZBD
2410 ADC (CTAB),Y
2420 LDY ZEA
2430 ADC (CTAB),Y
2440 LDY ZAD
2450 ADC (PTAB),Y
2460 LDY ZCB
2470 ADC (PTAB),Y
2480 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2490 ;COMBINE LEAST AND MOST SIGNIFICANT
2500 ;NIBBLES OF ADDEND AND ADD TO CURRENT
2510 ;BYTE OF ZPROD.
2520 ASL A
2530 ASL A
2540 ASL A
2550 ASL A ;M.S. NIBBLE OF ADDEND IN POSITION
2560 ORA ZHOLD ;COMBINE WITH L.S. NIBBLE
2570 CLC
2580 ADC ZPROD,X ;ADD TO CURRENT PRODUCT BYTE
2590 STA ZPROD,X
2600 ;
2610 ;IF CARRY OCCURRED, BUMP ZCARRY APPROPRIATELY
2620 BCC IMNOCARRY
2630 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2640 ADC #$0F ;ACTUALLY $10, SINCE 'C' IS SET
2650 STA ZCARRY
2660 ;
2670 ;PREPARE FOR NEXT INNER LOOP ITERATION
2680 IMNOCARRY
2690 DEX ;ADVANCE TO NEXT ZPROD BYTE
2700 LDA ZAO ;SHIFT BYTE INDICES SO THAT
2710 STA ZAF ;DIGIT D -> DIGIT F
2720 LDA ZBD ;DIGIT C -> DIGIT E
2730 STA ZBF
2740 LDA ZCA
2750 STA ZEA
2760 LDA ZCB
2770 STA ZEB
2780 JMP IMINNERLOOP ;NEXT LOOP ITERATION
2790 ;
2800 ;
2810 ;CONTROL ARRIVES HERE AFTER LAST ITERATION
2820 ;OF MAIN LOOP
2830 IMULEXIT
2840 CLD ;RESET BCD ARITHMETIC MODE

2850 ;CHECK TO SEE IF PRODUCT EXCEEDS 5 BYTES
2860 LDY #4 ;ZPROD INDEX 6TH FROM M.S. BYTE
2870 IMCKLOOP
2880 LDA ZPROD,Y ;TEST THE BYTE
2890 BNE IMOVERFLOW
2900 DEY
2910 BPL IMCKLOOP
2920 ;
2930 ;COPY PRODUCT FROM ZPROD INTO FRO
2940 LDY #4 ;INDEX OF LEAST SIGNIFICANT BYTE
2950 IMCPYLOOP
2960 LDA ZPROD+5,Y
2970 STA FRO+1,Y
2980 DEY
2990 BPL IMCPYLOOP
3000 ;
3010 ;RETRIEVE SIGN OF RESULT AND STORE IN FRO
3020 LDA ZSIGN
3030 STA FRO
3040 ;
3050 ;INDICATE SUCCESSFUL EXIT AND RETURN
3060 IMSUCCESS
3070 CLC ;JSR NOERROR WOULD DESTROY FRO CONTENTS
3080 RTS
3090 ;
3100 ;
3110 ;IN CASE OF EXCESSIVELY LARGE PRODUCT
3120 IMOVERFLOW
3130 LDA #EFPOUTOFRANGE
3140 JSR ERROR
3150 RTS ;UNSUCCESSFUL EXIT
3160 ;
3170 ;
3180 ;PRODUCT IS ZERO: ZERO FRO
3190 IMZEROSPECIAL
3200 LDA #0
3210 LDY #5
3220 IMZEROLOOP
3230 STA FRO,Y
3240 DEY
3250 BPL IMZEROLOOP
3260 JMP IMSUCCESS
3270 ;
3280 ;
3290 ;
```

9. Appendix III: IMUL3.ASM

```

10 .PAGE "INTEGER MULTIPLICATION MODULE CASE 3
    12/11/B3"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER MULTIPLICATION
60 ;ON A PAIR OF CASE-3 DATA ELEMENTS
70 ;PRELOADED INTO FRO AND FR1, AND
80 ;PLACE THE RESULT INTO FRO.
90 ;
0100 ;
0110 ;X IS INDEX INTO TEMPORARY PRODUCT REGISTER
0120 ;Y IS INDEX INTO FRO,FR1,P & C TABLES
0130 ;DIGITS A AND B ARE THE LEFT AND RIGHT
0140 ;NIBBLES OF A BYTE SELECTED FROM FRO.
0150 ;DIGITS C AND D ARE THE LEFT AND RIGHT
0160 ;NIBBLES OF A BYTE SELECTED FROM FR1.
0170 ;DIGITS E AND F ARE THE LEFT AND RIGHT
0180 ;NIBBLES FROM FR1, ONE BYTE TO THE RIGHT
0190 ;FROM THE BYTE COMPRISING DIGITS C & D.
0200 ;MULTIPLICATION IS PERFORMED BY FORMING
0210 ;ONE-BYTE INDICES FROM MULTIPLIER AND MULTI-
0220 ;PLICAND DIGITS, ACCESSING TABLES C AND P,
0230 ;ACCUMULATING AN ADDEND, AND FINALLY
0240 ;ADDING IT TO A BYTE OF THE DEVELOPING
0250 ;PRODUCT. THE RIGHT NIBBLE OF THE
0260 ;ADDEND IS THE SUM OF P(BD), P(EA), C(AF)
0270 ;AND C(EB), PLUS ANY CARRY FROM THE
0280 ;ADDEND TO THE RIGHT. THE LEFT NIBBLE
0290 ;OF THE ADDEND IS THE SUM OF C(BD), C(EA),
0300 ;P(AD) AND P(CB), PLUS ANY CARRY FROM THE
0310 ;RIGHT NIBBLE OF THE ADDEND.
0320 ;
0330 ;IMUL-SPECIFIC DEFINITIONS
0340 ;
0350 ZY0 = $D0 ;CURRENT INDEX INTO FRO
0360 ZY1 = $D1 ;CURRENT INDEX INTO FR1
0370 ZLIMO $D2 ;LOWER END OF FRO
0380 ZLIM1 $D3 ;LOWER END OF FR1
0390 ZPROO $E6 ;THRU $EF: TEMP PRODUCT REG
0400 ZCARRY $DA ;HOLDS CARRY IN M.S.NIBBLE
0410 ZHOLD $DB ;ACCUMULATOR FOR ONE-BYTE ADDEND
0420 PTAB = $DC ; & $DD: INDIRECT REF TO TABLE P
0430 CTAB = $DE ; & $DF: INDIRECT REF TO TABLE C
0440 ;THE NEXT 12 BYTES HOLD 2-DIGIT INDICES
0450 ZOA $F0 ;DIGIT A IN RIGHT NIBBLE
0460 ZAO $F1 ;DIGIT A IN LEFT NIBBLE
0470 ZOB $F2 ;DIGIT B IN RIGHT NIBBLE
0480 ZBO $F3 ;DIGIT B IN LEFT NIBBLE
0490 ZAD $F4 ;DIGITS A AND D
0500 ZAF $F5 ;DIGITS A AND F
0510 ZBD $F6 ;DIGITS B AND D
0520 ZBF $F7 ;DIGITS B AND F
0530 ZCA = $F8 ;DIGITS C AND A
0540 ZCB = $F9 ;DIGITS C AND B
0550 ZEA $FA ;DIGITS E AND A
0560 ZEB $FB ;DIGITS E AND B

0570 ;
0580 ZSIGN = $FE ;TEMP STORAGE FOR SIGN OF RESULT
0590 ZPRODX = $FF ;CURRENT INDEX INTO ZPROD
0600 ;
0610 ;
0620 ;INITIALIZATION
0630 ;
0640 ;SELECT SIGN OF RESULT AND SAVE
0650 IMUL
0660 LDA FRO
0670 CMP FR1
0680 BEQ IMPLUS ;IF EQUAL RESULT SIGN +
0690 LDA #$B0 ;ELSE RESULT SIGN IS
0700 STA ZSIGN
0710 JMP IMINIT
0720 IMPLUS
0730 LDA #0
0740 STA ZSIGN
0750 ;
0760 ;FIND MOST SIGNIFICANT BYTES IN FRO & FR1
0770 ;WHICH ARE NON-ZERO AND SAVE INDICES
0780 IMINIT
0790 LDY #0
0800 IMOLOOP
0810 INY ;NEXT BYTE
0820 LDA FRO,Y ;TEST BYTE
0830 BEQ IMOLOOP
0840 ;CHECK THAT ENTIRE FRO DIDN'T CONTAIN ZEROS
0850 CPY #6
0860 BCC IM00
0870 JMP IMZEROSPECIAL ;PRODUCT IS ZERO
0880 IM00
0890 STY ZLIMO ;SAVE M.S.BYTE INDEX FOR FRO
0900 LDY #0
0910 IM1LOOP
0920 INY ;NEXT BYTE
0930 LDA FR1,Y ;TEST BYTE
0940 BEQ IM1LOOP
0950 ;CHECK THAT ENTIRE FR1 DIDN'T CONTAIN ZEROS
0960 CPY #6
0970 BCC IM11
0980 JMP IMZEROSPECIAL ;PRODUCT IS ZERO
0990 IM11
1000 STY ZLIM1 ;SAVE M.S.BYTE INDEX FOR FR1
1010 ;
1020 ;CLEAR ZCARRY AND SIGN BYTES OF FRO & FR1
1030 LDA #0
1040 STA ZCARRY
1050 STA FRO
1060 STA FR1
1070 ;
1080 ;ZERO ZPROD AND BYTE INDICES
1090 LDY # ZEB ZPROD
1100 IMINITLOOP
1110 STA ZPROD,Y
1120 DEY
1130 BPL IMINITLOOP

```

9. Appendix IIII: IMUL3.ASM

```

1140 ;
1150 ;INITIALIZE CTAB AND PTAB
1160 LDA #C & $FF
1170 STA CTAB
1180 LDA #C/$100
1190 STA CTAB + 1
1200 LDA #P & $FF
1210 STA PTAB
1220 LDA #P/$100
1230 STA PTAB + 1
1240 ;
1250 ;INITIALIZE ZY0 TO L.S.INDEX+1 OF FRO
1260 ;AND ZPRODX TO L.S.INDEX+1 OF ZPROD
1270 LDA #6
1280 STA ZY0
1290 LDA #10
1300 STA ZPRODX
1310 ;
1320 ;SET DECIMAL MODE ARITHMETIC
1330 SED
1340 ;
1350 ;
1360 ;MAIN INTEGER MULTIPLICATION LOOP
1370 ;ONE ITERATION MULTIPLIES CURRENT BYTE
1380 ;OF FRO BY ALL BYTES OF FR1 AND ADDS
1390 ;RESULT TO ZPROD.
1400 IMULLOOP
1410 ;ADVANCE TO NEXT BYTE TO THE LEFT IN FRO
1420 LDY ZY0 ;CURRENT INDEX
1430 CPY ZLIM0 ;INDEX OF MOST SIGNIFICANT
1440 BPL IMULLOOPCONT ;M.S.BYTE AND ONE MORE
1450 JMP IMULEXIT
1460 ;
1470 IMULLOOPCONT
1480 DEY
1490 STY ZY0
1500 ;FORM Z0A,ZA0,Z0B,ZB0 FOR THIS DIGIT
1510 LDA FRO,Y ;DIGITS A & B
1520 AND #$F0 ;SELECT DIGIT A
1530 STA ZA0 ;DIGIT A IN LEFT NIBBLE
1540 LSR A
1550 LSR A
1560 LSR A
1570 LSR A
1580 STA Z0A ;DIGIT A IN RIGHT NIBBLE
1590 LDA FRO,Y ;DIGITS A & B AGAIN
1600 AND #$0F ;SELECT DIGIT B
1610 STA Z0B ;DIGIT B IN RIGHT NIBBLE
1620 ASL A
1630 ASL A
1640 ASL A
1650 ASL A
1660 STA ZB0 ;DIGIT B IN LEFT NIBBLE
1670 ;ZERO THE BYTE INDICES NOT USED FOR THE
1680 ;LEAST SIGNIFICANT OPERATION ON ZPROD.
1690 LDA #0
1700 STA ZCARRY

1710 STA ZAF
1720 STA ZBF
1730 STA ZEA
1740 STA ZEB
1750 ;INITIALIZE START INDEX INTO ZPROD
1760 LDX ZPRODX
1770 DEX
1780 STX ZPRODX ;START ONE BYTE TO LEFT NEXT TIME
1790 ;INITIALIZE FR1 INDEX TO L.S.BYTE + 1
1800 LDY #6
1810 STY ZY1
1820 ;
1830 ;
1840 ;MULTIPLICATION INNER LOOP. ON EACH
1850 ;ITERATION, MULTIPLY THE CURRENT FRO BYTE
1860 ;BY THE NEXT FR1 BYTE, ACCUMULATE THE
1870 ;ADDEND AND FINALLY ADD IT TO DEVELOPING
1880 ;PRODUCT IN ZPROD.
1890 ;
1900 IMINNERLOOP
1910 LDY ZY1 ;GET PREVIOUS FR1 INDEX
1920 CPY ZLIM1 ;MOST SIGNIFICANT BYTE YET?
1930 BMI IMULLOOP ;POP BACK OUT TO MAIN LOOP
1940 DEY ;NEXT MOST SIGNIFICANT BYTE OF FR1
1950 STY ZY1 ;SAVE INDEX FOR SUBSEQUENT ITERATION
1960 ;FORM ZAD, ZBD, ZCA, ZCB FOR NEW FR1 BYTE
1970 LDA FR1,Y ;DIGITS C & D
1980 AND #$0F ;SELECT DIGIT D
1990 ORA ZA0 ;COMBINE WITH DIGIT A
2000 STA ZAD
2010 AND #$0F ;ISOLATE DIGIT D AGAIN
2020 ORA ZB0 ;COMBINE WITH DIGIT B
2030 STA ZBD
2040 LDA FR1,Y ;DIGITS C & D AGAIN
2050 AND #$F0 ;SELECT DIGIT C
2060 ORA Z0B ;COMBINE WITH DIGIT B
2070 STA ZCB
2080 AND #$F0 ;ISOLATE DIGIT C AGAIN
2090 ORA Z0A ;COMBINE WITH DIGIT A
2100 STA ZCA
2110 ;
2120 ;ADD PREVIOUS CARRY TO REQUIRED COMPONENTS
2130 ;OF LEAST SIGNIFICANT NIBBLE OF ADDEND
2140 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2150 LSR A
2160 LSR A
2170 LSR A
2180 LSR A ;CARRY IN L.S. NIBBLE
2190 CLC
2200 LDY ZBD
2210 ADC (PTAB),Y
2220 LDY ZEA
2230 ADC (PTAB),Y
2240 LDY ZAF
2250 ADC (CTAB),Y
2260 LDY ZEB
2270 ADC (CTAB),Y

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9. Appendix III: IMUL3.ASM

```
2280 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2290 AND #$0F ;SELECT L.S. NIBBLE
2300 STA ZHOLD ;SAVE FOR ADDEND
2310 ;
2320 ;NOW DO IT OVER AGAIN FOR MOST SIGNIFICANT
2330 ;NIBBLE OF ADDEND.
2340 LDA ZCARRY ;GET CARRY
2350 LSR A
2360 LSR A
2370 LSR A
2380 LSR A ;CARRY IN L.S. NIBBLE
2390 CLC
2400 LDY ZBD
2410 ADC (CTAB),Y
2420 LDY ZEA
2430 ADC (CTAB),Y
2440 LDY ZAD
2450 ADC (PTAB),Y
2460 LDY ZCB
2470 ADC (PTAB),Y
2480 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2490 ;COMBINE LEAST AND MOST SIGNIFICANT
2500 ;NIBBLES OF ADDEND AND ADD TO CURRENT
2510 ;BYTE OF ZPROD.
2520 ASL A
2530 ASL A
2540 ASL A
2550 ASL A ;M.S. NIBBLE OF ADDEND IN POSITION
2560 ORA ZHOLD ;COMBINE WITH L.S. NIBBLE
2570 CLC
2580 ADC ZPROD,X ;ADD TO CURRENT PRODUCT BYTE
2590 STA ZPROD,X
2600 ;
2610 ;IF CARRY OCCURRED, BUMP ZCARRY APPROPRIATELY
2620 BCC IMNOCARRY
2630 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2640 ADC #$0F ;ACTUALLY $10, SINCE 'C' IS SET
2650 STA ZCARRY
2660 ;
2670 ;PREPARE FOR NEXT INNER LOOP ITERATION
2680 IMNOCARRY
2690 DEX ;ADVANCE TO NEXT ZPROD BYTE
2700 LDA ZAD ;SHIFT BYTE INDICES SO THAT
2710 STA ZAF ;DIGIT D -> DIGIT F
2720 LDA ZBD ;DIGIT C -> DIGIT E
2730 STA ZBF
2740 LDA ZCA
2750 STA ZEA
2760 LDA ZCB
2770 STA ZEB
2780 JMP IMINNERLOOP ;NEXT LOOP ITERATION
2790 ;
2800 ;
2810 ;CONTROL ARRIVES HERE AFTER LAST ITERATION
2820 ;OF MAIN LOOP
2830 IMULEXIT
2840 CLD ;RESET BCD ARITHMETIC MODE

2850 ;CHECK TO SEE IF PRODUCT EXCEEDS 5 BYTES
2860 LDY #4 ;ZPROD INDEX 6TH FROM M.S. BYTE
2870 IMCKLOOP
2880 LDA ZPROD,Y ;TEST THE BYTE
2890 BNE IMOVERFLOW
2900 DEY
2910 BPL IMCKLOOP
2920 ;
2930 ;COPY PRODUCT FROM ZPROD INTO FRO
2940 LDY #4 ;INDEX OF LEAST SIGNIFICANT BYTE
2950 IMCPYLOOP
2960 LDA ZPROD+5,Y
2970 STA FRO+1,Y
2980 DEY
2990 BPL IMCPYLOOP
3000 ;
3010 ;RETRIEVE SIGN OF RESULT AND STORE IN FRO
3020 LDA ZSIGN
3030 STA FRO
3040 ;
3050 ;INDICATE SUCCESSFUL EXIT AND RETURN
3060 IMSUCCESS
3070 CLC ;JSR NOERROR WOULD DESTROY FRO CONTENTS
3080 RTS
3090 ;
3100 ;
3110 ;IN CASE OF EXCESSIVELY LARGE PRODUCT
3120 IMOVERFLOW
3130 LDA #EFPOUTOFRANGE
3140 JSR ERROR
3150 RTS ;UNSUCCESSFUL EXIT
3160 ;
3170 ;
3180 ;PRODUCT IS ZERO: ZERO FRO
3190 IMZEROSPECIAL
3200 LDA #0
3210 LDY #5
3220 IMZEROLOOP
3230 STA FRO,Y
3240 DEY
3250 BPL IMZEROLOOP
3260 JMP IMSUCCESS
3270 ;
3280 ;
3290 ;
```

9. Appendix III: IMUL4.ASM

```

10 .PAGE "INTEGER MULTIPLICATION MODULE CASE 4
    1/21/B4"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;ROUTINE TO PERFORM INTEGER MULTIPLICATION
60 ;ON A PAIR OF CASE-4 DATA ELEMENTS,
70 ;PRELOADED IN CASE-2 FORMAT INTO FRO AND FR1,
80 ;AND PLACE THE RESULT INTO FRO.
90 ;
0100 ;
0110 ;X IS INDEX INTO TEMPORARY PRODUCT REGISTER
0120 ;Y IS INDEX INTO FRO,FR1,P & C TABLES
0130 ;DIGITS A AND B ARE THE LEFT AND RIGHT
0140 ;NIBBLES OF A BYTE SELECTED FROM FRO.
0150 ;DIGITS C AND D ARE THE LEFT AND RIGHT
0160 ;NIBBLES OF A BYTE SELECTED FROM FR1.
0170 ;DIGITS E AND F ARE THE LEFT AND RIGHT
0180 ;NIBBLES FROM FR1, ONE BYTE TO THE RIGHT
0190 ;FROM THE BYTE COMPRISING DIGITS C & D.
0200 ;MULTIPLICATION IS PERFORMED BY FORMING
0210 ;ONE-BYTE INDICES FROM MULTIPLIER AND MULTI-
0220 ;PLICAND DIGITS, ACCESSING TABLES C AND P,
0230 ;ACCUMULATING AN ADDEND, AND FINALLY
0240 ;ADDING IT TO A BYTE OF THE DEVELOPING
0250 ;PRODUCT. THE RIGHT NIBBLE OF THE
0260 ;ADDEND IS THE SUM OF P(BD), P(EA), C(AF)
0270 ;AND C(EB), PLUS ANY CARRY FROM THE
0280 ;ADDEND TO THE RIGHT. THE LEFT NIBBLE
0290 ;OF THE ADDEND IS THE SUM OF C(BD), C(EA),
0300 ;P(AD) AND P(CB), PLUS ANY CARRY FROM THE
0310 ;RIGHT NIBBLE OF THE ADDEND.
0320 ;
0330 ;IMUL-SPECIFIC DEFINITIONS
0340 ;
0350 ZY0 $D0 ;CURRENT INDEX INTO FRO
0360 ZY1 $D1 ;CURRENT INDEX INTO FR1
0370 ZLIM0 $D2 ;LOWER END OF FRO
0380 ZLIM1 $D3 ;LOWER END OF FR1
0390 ZPROD $E6 ;THRU $EF: TEMP PRODUCT REG
0400 ZCARRY $DA ;HOLDS CARRY IN M.S.NIBBLE
0410 ZHOLD $DB ;ACCUMULATOR FOR ONE-BYTE ADDEND
0420 PTAB $DC ; & $DD: INDIRECT REF TO TABLE P
0430 CTAB $DE ; & $DF: INDIRECT REF TO TABLE C
0440 ;THE NEXT 12 BYTES HOLD 2-DIGIT INDICES
0450 ZOA $F0 ;DIGIT A IN RIGHT NIBBLE
0460 ZAO $F1 ;DIGIT A IN LEFT NIBBLE
0470 ZOB $F2 ;DIGIT B IN RIGHT NIBBLE
0480 ZBO $F3 ;DIGIT B IN LEFT NIBBLE
0490 ZAD $F4 ;DIGITS A AND
0500 ZAF $F5 ;DIGITS A AND
0510 ZBD $F6 ;DIGITS B AND D
0520 ZBF $F7 ;DIGITS B AND F
0530 ZCA $FB ;DIGITS C AND A
0540 ZCB $F9 ;DIGITS C AND B
0550 ZEA $FA ;DIGITS E AND A
0560 ZEB $FB ;DIGITS E AND B

0570 ;
0580 ZSIGN $FE ;TEMP STORAGE FOR SIGN OF RESULT
0590 ZPRODX $FF ;CURRENT INDEX INTO ZPROD
0600 ;
0610 ;
0620 ;INITIALIZATION
0630 ;
0640 ;SELECT SIGN OF RESULT AND SAVE
0650 IMUL
0660 LDA FRO
0670 CMP FR1
0680 BEQ IMPLUS ;IF EQUAL RESULT SIGN +
0690 LDA #$B0 ;ELSE RESULT SIGN IS
0700 STA ZSIGN
0710 JMP IMINIT
0720 IMPLUS
0730 LDA #0
0740 STA ZSIGN
0750 ;
0760 ;FIND MOST SIGNIFICANT BYTES IN FRO & FR1
0770 ;WHICH ARE NON-ZERO AND SAVE INDICES
0780 IMINIT
0790 LDY #0
0800 IM0LOOP
0810 INY ;NEXT BYTE
0820 LDA FRO,Y ;TEST BYTE
0830 BEQ IM0LOOP
0840 ;CHECK THAT ENTIRE FRO DIDN'T CONTAIN ZEROS
0850 CPY #6
0860 BCC IM00
0870 JMP IMZEROSPECIAL ;PRODUCT IS ZERO
0880 IM00
0890 STY ZLIM0 ;SAVE M.S.BYTE INDEX FOR FRO
0900 LDY #0
0910 IM1LOOP
0920 INY ;NEXT BYTE
0930 LDA FR1,Y ;TEST BYTE
0940 BEQ IM1LOOP
0950 ;CHECK THAT ENTIRE FR1 DIDN'T CONTAIN ZEROS
0960 CPY #6
0970 BCC IM11
0980 JMP IMZEROSPECIAL ;PRODUCT IS ZERO
0990 IM11
1000 STY ZLIM1 ;SAVE M.S.BYTE INDEX FOR FR1
1010 ;
1020 ;CLEAR ZCARRY AND SIGN BYTES OF FRO & FR1
1030 LDA #0
1040 STA ZCARRY
1050 STA FRO
1060 STA FR1
1070 ;
1080 ;ZERO ZPROD AND BYTE INDICES
1090 LDY # ZEB ZPROD
1100 IMINITLOOP
1110 STA ZPROD,Y
1120 DEY
1130 BPL IMINITLDOP

```

9. Appendix IIII: IMUL4.ASM

```

1140 ;
1150 ;INITIALIZE CTAB AND PTAB
1160 LDA #C & $FF
1170 STA CTAB
1180 LDA #C/$100
1190 STA CTAB + 1
1200 LDA #P & $FF
1210 STA PTAB
1220 LDA #P/$100
1230 STA PTAB + 1
1240 ;
1250 ;INITIALIZE ZY0 TO L.S.INDEX+1 OF FRO
1260 ;AND ZPRODX TO L.S.INDEX+1 OF ZPROD
1270 LDA #6
1280 STA ZY0
1290 LDA #10
1300 STA ZPRODX
1310 ;
1320 ;SET DECIMAL MODE ARITHMETIC
1330 SED
1340 ;
1350 ;
1360 ;MAIN INTEGER MULTIPLICATION LOOP
1370 ;ONE ITERATION MULTIPLIES CURRENT BYTE
1380 ;OF FRO BY ALL BYTES OF FR1 AND ADDS
1390 ;RESULT TO ZPROD.
1400 IMULLOOP
1410 ;ADVANCE TO NEXT BYTE TO THE LEFT IN FRO
1420 LDY ZY0 ;CURRENT INDEX
1430 CPY ZLIM0 ;INDEX OF MOST SIGNIFICANT
1440 BPL IMULLOOPCONT ;M.S.BYTE AND ONE MORE
1450 JMP IMULEXIT
1460 ;
1470 IMULLOOPCONT
1480 DEY
1490 STY ZY0
1500 ;FORM Z0A,ZA0,Z0B,ZB0 FOR THIS DIGIT
1510 LDA FRO,Y ;DIGITS A & B
1520 AND #$F0 ;SELECT DIGIT A
1530 STA ZA0 ;DIGIT A IN LEFT NIBBLE
1540 LSR A
1550 LSR A
1560 LSR A
1570 LSR A
1580 STA Z0A ;DIGIT A IN RIGHT NIBBLE
1590 LDA FRO,Y ;DIGITS A & B AGAIN
1600 AND #$0F ;SELECT DIGIT B
1610 STA Z0B ;DIGIT B IN RIGHT NIBBLE
1620 ASL A
1630 ASL A
1640 ASL A
1650 ASL A
1660 STA ZB0 ;DIGIT B IN LEFT NIBBLE
1670 ;ZERO THE BYTE INDICES NOT USED FOR THE
1680 ;LEAST SIGNIFICANT OPERATION ON ZPROD.
1690 LDA #0
1700 STA ZCARRY

1710 STA ZAF
1720 STA ZBF
1730 STA ZEA
1740 STA ZEB
1750 ;INITIALIZE START INDEX INTO ZPROD
1760 LDX ZPRODX
1770 DEX
1780 STX ZPRODX ;START ONE BYTE TO LEFT NEXT TIME
1790 ;INITIALIZE FR1 INDEX TO L.S.BYTE + 1
1800 LDY #6
1810 STY ZY1
1820 ;
1830 ;
1840 ;MULTIPLICATION INNER LOOP. ON EACH
1850 ;ITERATION, MULTIPLY THE CURRENT FRO BYTE
1860 ;BY THE NEXT FR1 BYTE, ACCUMULATE THE
1870 ;ADDEND AND FINALLY ADD IT TO DEVELOPING
1880 ;PRODUCT IN ZPROD.
1890 ;
1900 IMINNERLOOP
1910 LDY ZY1 ;GET PREVIOUS FR1 INDEX
1920 CPY ZLIM1 ;MOST SIGNIFICANT BYTE YET?
1930 BMI IMULLOOP ;POP BACK OUT TO MAIN LOOP
1940 DEY ;NEXT MOST SIGNIFICANT BYTE OF FR1
1950 STY ZY1 ;SAVE INDEX FOR SUBSEQUENT ITERATION
1960 ;FORM ZAD, ZBD, ZCA, ZCB FOR NEW FR1 BYTE
1970 LDA FR1,Y ;DIGITS C & D
1980 AND #$0F ;SELECT DIGIT D
1990 ORA ZA0 ;COMBINE WITH DIGIT A
2000 STA ZAD
2010 AND #$0F ;ISOLATE DIGIT D AGAIN
2020 ORA ZB0 ;COMBINE WITH DIGIT B
2030 STA ZBD
2040 LDA FR1,Y ;DIGITS C & D AGAIN
2050 AND #$F0 ;SELECT DIGIT C
2060 ORA Z0B ;COMBINE WITH DIGIT B
2070 STA ZCB
2080 AND #$F0 ;ISOLATE DIGIT C AGAIN
2090 ORA Z0A ;COMBINE WITH DIGIT A
2100 STA ZCA
2110 ;
2120 ;ADD PREVIOUS CARRY TO REQUIRED COMPONENTS
2130 ;OF LEAST SIGNIFICANT NIBBLE OF ADDEND
2140 LDA ZCARRY ;CARRY IN M.S. NIBBLE
2150 LSR A
2160 LSR A
2170 LSR A
2180 LSR A ;CARRY IN L.S. NIBBLE
2190 CLC
2200 LDY ZBD
2210 ADC (PTAB),Y
2220 LDY ZEA
2230 ADC (PTAB),Y
2240 LDY ZAF
2250 ADC (CTAB),Y
2260 LDY ZEB
2270 ADC (CTAB),Y

```

9. Appendix III: IMUL4.ASM

```

2280 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2290 AND #$0F ;SELECT L.S. NIBBLE
2300 STA ZHOLO ;SAVE FOR ADDEND
2310 ;
2320 ;NOW DO IT OVER AGAIN FOR MOST SIGNIFICANT
2330 ;NIBBLE OF ADDEND.
2340 LOA ZCARRY ;GET CARRY
2350 LSR A
2360 LSR A
2370 LSR A
2380 LSR A ;CARRY IN L.S. NIBBLE
2390 CLC
2400 LOY ZBO
2410 AOC (CTAB),Y
2420 LOY ZEA
2430 AOC (CTAB),Y
2440 LOY ZAO
2450 AOC (PTAB),Y
2460 LOY ZCB
2470 AOC (PTAB),Y
2480 STA ZCARRY ;M.S. NIBBLE HAS NEXT CARRY
2490 ;COMBINE LEAST AND MOST SIGNIFICANT
2500 ;NIBBLES OF ADDEND AND ADD TO CURRENT
2510 ;BYTE OF ZPROD.
2520 ASL A
2530 ASL A
2540 ASL A
2550 ASL A ;M.S. NIBBLE OF ADDEND IN POSITION
2560 ORA ZHOLO ;COMBINE WITH L.S. NIBBLE
2570 CLC
2580 AOC ZPROD,X ;ADD TO CURRENT PRODUCT BYTE
2590 STA ZPROD,X
2600 ;
2610 ;IF CARRY OCCURRED, BUMP ZCARRY APPROPRIATELY
2620 BCC IMNOCARRY
2630 LOA ZCARRY ;CARRY IN M.S. NIBBLE
2640 AOC #$0F ;ACTUALLY $10, SINCE 'C' IS SET
2650 STA ZCARRY
2660 ;
2670 ;PREPARE FOR NEXT INNER LOOP ITERATION
2680 IMNOCARRY
2690 OEX ;ADVANCE TO NEXT ZPROD BYTE
2700 LOA ZAO ;SHIFT BYTE INDICES SO THAT
2710 STA ZAF ; OIGIT D -> OIGIT F
2720 LOA ZBO ; OIGIT C -> OIGIT E
2730 STA ZBF
2740 LOA ZCA
2750 STA ZEA
2760 LOA ZCB
2770 STA ZEB
2780 JMP IMINNERLOOP ;NEXT LOOP ITERATION
2790 ;
2800 ;
2810 ;CONTROL ARRIVES HERE AFTER LAST ITERATION
2820 ;OF MAIN LOOP
2830 IMULEXIT
2840 CLO ;RESET BCD ARITHMETIC MODE

2850 ;CHECK TO SEE IF PRODUCT EXCEEDS 5 BYTES
2860 LOY #4 ;ZPROD INDEX 6TH FROM M.S. BYTE
2870 IMCKLOOP
2880 LOA ZPROD,Y ;TEST THE BYTE
2890 BNE IMOVERFLOW
2900 OEY
2910 BPL IMCKLOOP
2920 ;
2930 ;COPY PRODUCT FROM ZPROD INTO FRO
2940 LOY #4 ;INDEX OF LEAST SIGNIFICANT BYTE
2950 IMCPYLOOP
2960 LOA ZPROD+5,Y
2970 STA FRO+1,Y
2980 OEY
2990 8PL IMCPYLOOP
3000 ;
3010 ;RETRIEVE SIGN OF RESULT AND STORE IN FRO
3020 LOA ZSIGN
3030 STA FRO
3040 ;
3050 ;INDICATE SUCCESSFUL EXIT AND RETURN
3060 IMSUCCESS
3070 CLC ;JSR-NOERROR WOULD DESTROY FRO CONTENTS
3080 RTS
3090 ;
3100 ;
3110 ;IN CASE OF EXCESSIVELY LARGE PRODUCT
3120 IMOVERFLOW
3130 LOA #EFPDOUTOFRANGE
3140 JSR ERROR
3150 RTS ;UNSUCCESSFUL EXIT
3160 ;
3170 ;
3180 ;PRODUCT IS ZERO: ZERO FRO
3190 IMZEROSPECIAL
3200 LOA #0
3210 LOY #5
3220 IMZEROLoop
3230 STA FRO,Y
3240 OEY
3250 BPL IMZEROLoop
3260 JMP IMSUCCESS
3270 ;
3280 ;
3290 ;

```

9. Appendix III: SELECT0.ASM

```

10 .PAGE "SELECTION MODULE -CASE 0- 09/06/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;SELECTION OF ELEMENTS IN MATRIX ARG. 'A'
70 ;USING INDICES OF 'A' SPECIFIED IN MATRIX
80 ;'B'. SEE BASIC UTILITY SELGEN.BAS FOR THE
90 ;GENERATION OF INDICES OF ELEMENTS IN 'A'
0100 ;FROM ROW/COLUMN SELECTION SPECIFICATONS.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: AADR POINTS TO INPUT DATA MATRIX 'A'
0150 ;      BADR POINTS TO SELECTOR MATRIX 'B'
0160 ;      RADR WILL POINT TO SELECTED MATRIX 'R'
0170 ;'B' HAS THE SHAPE OF 'R', BUT CONTAINS
0180 ;      4TH ARGUMENT IS SPARE
0190 ; INDICES OF ELEMENTS OF 'A' TO BE SELECTED
0200 ;
0210 ;
0220 SELECT NOP
0230 JSR TIMERON ;INITIALIZE TIMER
0240 ;UNLOAD AND STORE ARGUMENTS
0250 JSR UNLOADABRD
0260 BCC SELOK
0270 JMP TIMEROFF;ERROR RTN: DUMPARGS
0280 ;
0290 ;ASSIGN Z1 AS BADR AND Z2 AS AADR
0300 SELOK
0310 LDA BADR
0320 STA Z1
0330 LDA BADR + 1
0340 STA Z1 + 1
0350 LDA AADR
0360 STA Z2
0370 LDA AADR + 1
0380 STA Z2 + 1
0390 ;TEST NO. OF DIMENSIONS FOR 'A' & 'B'
0400 LDY #0
0410 LDA (Z1),Y
0420 BEQ SELO ; SCALAR SELECTOR DOESN'T COMPUTE!
0430 LDA (Z2),Y
0440 BNE SELDIMOK ;SCALAR DATA DOESN'T COMPUTE!
0450 SELO
0460 LDA #ERANKMISMATCH
0470 JSR ERROR
0480 JMP TIMEROFF ;ERROR RETURN
0490 ;DATA AND SELECTOR ARRAYS LOOK OKAY
0500 ; ADVANCE OVER HDRS, SET UP 'R' HDR & LOOPCOUNT
0510 SELDIMOK
0520 ;AREG 2 * NO. OF DIMS FOR 'A'
0530 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0540 SEC ;2 * NO. OF DIMS + 1
0550 JSR PTRADVANCE
0560 LDY #0
0570 LDA (Z1),Y ;2 * NO. OF DIMS FOR 'B'
0580 LDY #BADR-PTRBASE;ADVANCE BAOR PAST HDR
0590 SEC ;2 * NO. OF DIMS + 1
0600 JSR PTRADVANCEAGN
0610 LDA #6
0620 STA DELTAB
0630 LDA #0
0640 STA DELTAA ;LEAVE AADR UNAUGMENTED DURING LOOP
0650 JSR RVEC ;SET UP R'S HDR & LOOPCOUNT
COMMON0.ASM
0660 BCC SELLOOP
0670 JMP TIMEROFF ;ERROR RETURN
0680 ;
0690 ;CONSTANT FLOATING POINT '6'
0700 FLT6 .BYTE $40, 6, 0, 0, 0, 0
0710 ;
0720 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0730 ; AND STORE IN 'R'
0740 SELLOOP NOP
0750 LDA BADR ;SET UP INDEX
0760 STA FLPTR
0770 LDA BADR + 1
0780 STA FLPTR + 1
0790 JSR FLDOP
0800 LDA #FLT6 & $FF ;CALC RELATIVE ADR WITHIN 'A'
0810 STA FLPTR
0820 LDA #FLT6 / $100
0830 STA FLPTR + 1
0840 JSR FLD1P
0850 JSR FMUL
0860 JSR FPI ;CONVERT REL. ADR TO INTEGER
0870 BCC SELLOPOK
0880 LDA #EMEMOVERFLOW
0890 JSR ERROR
0900 JMP TIMEROFF ;ERROR RETURN
0910 SELLOPOK
0920 ;CALC ABSOLUTE ADR OF ELEMENT
0930 CLC
0940 LDA FRO
0950 ADC AADR
0960 STA FLPTR
0970 LDA FRO + 1
0980 ADC AADR + 1
0990 STA FLPTR + 1
1000 ;ACCESS ELEMENT AND STORE IN 'R'
1010 JSR FLDOP
1020 LDA RADR
1030 STA FLPTR
1040 LDA RADR + 1
1050 STA FLPTR + 1
1060 JSR FSTOP
1070 ;INCREMENT BADR & RADR
1080 LDA DELTAB
1090 LDY #BADR-PTRBASE;ADVANCE BADR
1100 CLC
1110 JSR PTRADVANCE
1120 LDA DELTAR
1130 LDY #RADR-PTRBASE;ADVANCE RADR
1140 CLC
1150 JSR PTRADVANCEAGN
1160 JSR DECLCOUNT ;DECR. LOOP COUNTER
1170 BNE SELLOOP
1180 JSR NOERROR
1190 JMP TIMEROFF ;SUCCESSFUL EXIT
1200 ;
1210 ;
1220 ;

```


9. Appendix III: SELECT1.ASM

```

10 .PAGE "SELECTION MODULE -CASE 1- 10/11/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;SELECTION OF ELEMENTS IN MATRIX ARG. 'A'
70 ;USING INDICES OF 'A' SPECIFIED IN MATRIX
80 ;'B'. SEE BASIC UTILITY SELGEN.BAS FOR THE
90 ;GENERATION OF INDICES OF ELEMENTS IN 'A'
0100 ;FROM ROW/COLUMN SELECTION SPECIFICATONS.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: AADR POINTS TO INPUT DATA MATRIX 'A'
0150 ;      BADR POINTS TO SELECTOR MATRIX 'B'
0160 ;      RADR WILL POINT TO SELECTED MATRIX 'R'
0170 ;'B' HAS THE SHAPE OF 'R', BUT CONTAINS
0180 ; INDICES OF ELEMENTS OF 'A' TO BE SELECTED
0190 ;      4TH ARGUMENT IS SPARE
0200 ;
0210 ;
0220 SELECT NOP
0230 JSR TIMERON ;INITIALIZE TIMER
0240 ;UNLOAD AND STORE ARGUMENTS
0250 JSR UNLOADABRD
0260 BCC SELOK
0270 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0280 ;
0290 ;ASSIGN Z1 AS BADR AND Z2 AS AADR
0300 SELOK
0310 LDA BADR
0320 STA Z1
0330 LDA BADR + 1
0340 STA Z1 + 1
0350 LDA AADR
0360 STA Z2
0370 LDA AADR + 1
0380 STA Z2 + 1
0390 ;TEST NO. OF DIMENSIONS FOR 'A' & 'B'
0400 LDY #0
0410 LDA (Z1),Y
0420 BEQ SELO ; SCALAR SELECTOR DOESN'T COMPUTE!
0430 LDA (Z2),Y
0440 BNE SELDIMOK ;SCALAR DATA DOESN'T COMPUTE!
0450 SELO
0460 LDA #ERANKMISMATCH
0470 JSR ERROR
0480 JMP TIMEROFF ;ERROR RETURN
0490 ;DATA AND SELECTOR ARRAYS LOOK OKAY
0500 ; ADVANCE OVER HDRS, SET UP 'R' HDR & LOOPCOUNT
0510 SELDIMOK
0520 ;AREG 2 * NO. OF DIMS FOR 'A'
0530 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0540 SEC ;2 * NO. OF DIMS + 1
0550 JSR PTRADVANCE
0560 LDY #0
0570 LDA (Z1),Y ;2 * NO. OF DIMS FOR 'B'
0580 LDY #BADR-PTRBASE;ADVANCE BADR PAST HDR
0590 SEC ;2 * NO. OF DIMS + 1
0600 JSR PTRADVANCEAGN
0610 LDA #6
0620 STA DELTAB
0630 LDA #0
0640 STA DELTAA ;LEAVE AADR UNAUGMENTED DURING LOOP
0650 JSR RVEC ;SET UP R'S HDR & LOOPCOUNT
COMMON1.ASM
0660 BCC SELLOOP
0670 JMP TIMEROFF ;ERROR RETURN
0680 ;
0690 ;CONSTANT CASE-1 INTEGER '6'
0700 INT6 .BYTE 0, 0, 0, 0, 0, 6
0710 ;
0720 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0730 ; AND STORE IN 'R'
0740 SELLOOP NOP
0750 LDA BADR ;SET UP INDEX
0760 STA FLPTR
0770 LDA BADR + 1
0780 STA FLPTR + 1
0790 JSR FLDOP
0800 LDA #INT6 & $FF ;CALC RELATIVE ADR WITHIN 'A'
0810 STA FLPTR
0820 LDA #INT6 / $100
0830 STA FLPTR + 1
0840 JSR FLD1P
0850 JSR IMUL
0860 JSR CF ;CONVERT CASE-1 TO FLT POINT
0870 BCS SELERROR
0880 JSR FPI ;CONVERT REL. ADR TO INTEGER
0890 BCC SELLOOPOK
0900 LDA #EMEMOVERFLOW
0910 JSR ERROR
0920 SELERROR
0930 JMP TIMEROFF ;ERROR RETURN
0940 SELLOOPOK
0950 ;CALC ABSOLUTE ADR OF ELEMENT
0960 CLC
0970 LDA FRO
0980 ADC AADR
0990 STA FLPTR
1000 LDA FRO + 1
1010 ADC AADR + 1
1020 STA FLPTR + 1
1030 ;ACCESS ELEMENT AND STORE IN 'R'
1040 JSR FLDOP
1050 LDA RADR
1060 STA FLPTR
1070 LDA RADR + 1
1080 STA FLPTR + 1
1090 JSR FSTOP
1100 ;INCREMENT BADR & RADR
1110 LDA DELTAB
1120 LDY #BADR-PTRBASE;ADVANCE BADR
1130 CLC
1140 JSR PTRADVANCE
1150 LDA DELTAR
1160 LDY #RADR-PTRBASE;ADVANCE RADR
1170 CLC
1180 JSR PTRADVANCEAGN
1190 JSR DECLCOUNT ;DECR. LOOP COUNTER
1200 BNE SELLOOP
1210 JSR NOERROR
1220 JMP TIMEROFF ;SUCCESSFUL EXIT
1230 ;
1240 ;
1250 ;

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9. Appendix III: SELECT2.ASM

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10 .PAGE "SELECTION MODULE -CASE 2- 11/19/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;SELECTION OF ELEMENTS IN MATRIX ARG. 'A'
70 ;USING INDICES OF 'A' SPECIFIED IN MATRIX
80 ;'B'. SEE BASIC UTILITY SELGEN.BAS FOR THE
90 ;GENERATION OF INDICES OF ELEMENTS IN 'A'
0100 ;FROM ROW/COLUMN SELECTION SPECIFICATONS.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: AADR POINTS TO INPUT DATA MATRIX 'A'
0150 ;      BADR POINTS TO SELECTOR MATRIX 'B'
0160 ;      RADR WILL POINT TO SELECTED MATRIX 'R'
0170 ;'B' HAS THE SHAPE OF 'R', BUT CONTAINS
0180 ; INDICES OF ELEMENTS OF 'A' TO BE SELECTED
0190 ;      4TH ARGUMENT IS SPARE
0200 ;
0210 ;
0220 SELECT NOP
0230 JSR TIMERON ;INITIALIZE TIMER
0240 ;UNLOAD AND STORE ARGUMENTS
0250 JSR UNLOADABRD
0260 BCC SELOK
0270 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0280 ;
0290 ;ASSIGN Z1 AS BADR AND Z2 AS AADR
0300 SELOK
0310 LDA BADR
0320 STA Z1
0330 LDA BADR + 1
0340 STA Z1 + 1
0350 LDA AADR
0360 STA Z2
0370 LDA AADR + 1
0380 STA Z2 + 1
0390 ;TEST NO. OF DIMENSIONS FOR 'A' & 'B'
0400 LDY #0
0410 LDA (Z1),Y
0420 BEQ SELO ; SCALAR SELECTOR DOESN'T COMPUTE!
0430 LDA (Z2),Y
0440 BNE SELDIMOK ;SCALAR DATA DOESN'T COMPUTE!
0450 SELO
0460 LDA #ERANKMISMATCH
0470 JSR ERROR
0480 JMP TIMEROFF ;ERROR RETURN
0490 ;DATA AND SELECTOR ARRAYS LOOK OKAY
0500 ; ADVANCE OVER HDRS, SET UP 'R' HDR & LOOPCOUNT
0510 SELDIMOK
0520 ;AREG 2 * NO. OF DIMS FOR 'A'
0530 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0540 SEC ;2 * NO. OF DIMS + 1
0550 JSR PTRADVANCE
0560 LDY #0
0570 LDA (Z1),Y ;2 * NO. OF DIMS FOR 'B'
0580 LDY #BADR-PTRBASE;ADVANCE BADR PAST HDR
0590 SEC ;2 * NO. OF DIMS + 1
0600 JSR PTRADVANCEAGN
0610 LDA #6
0620 STA DELTAB
0630 LDA #0
0640 STA DELTAA ;LEAVE AADR UNAUGMENTED DURING LOOP
0650 JSR RVEC ;SET UP R'S HDR & LODPCOUNT
COMMON2.ASM
0660 BCC SELLOOP
0670 JMP TIMEROFF ;ERROR RETURN
0680 ;
0690 ;CONSTANT CASE-1 INTEGER '6'
0700 INT6 .BYTE 0, 0, 0, 0, 0, 6
0710 ;
0720 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0730 ; AND STORE IN 'R'
0740 SELLOOP NOP
0750 LDA BADR ;SET UP INDEX
0760 STA FLPTR
0770 LDA BADR + 1
0780 STA FLPTR + 1
0790 JSR FLDOP
0800 LDA #INT6 & $FF ;CALC RELATIVE ADR WITHIN 'A'
0810 STA FLPTR
0820 LDA #INT6 / $100
0830 STA FLPTR + 1
0840 JSR FLD1P
0850 JSR IMUL
0860 BCS SELERROR
0870 JSR CFC ;CONVERT CASE-1 TO FLT POINT
0880 BCS SELERROR
0890 JSR FPI ;CONVERT REL. ADR TO INTEGER
0900 BCC SELLOOPOK
0910 SELERROR
0920 LDA #EMEMOVERFLOW
0930 JSR ERROR
0940 JMP TIMEROFF ;ERROR RETURN
0950 SELLOOPOK
0960 ;CALC ABSOLUTE ADR OF ELEMENT
0970 CLC
0980 LDA FRO
0990 ADC AADR
1000 STA FLPTR
1010 LDA FRO + 1
1020 ADC AADR + 1
1030 STA FLPTR + 1
1040 ;ACCESS ELEMENT AND STORE IN 'R'
1050 JSR FLDOP
1060 LDA RADR
1070 STA FLPTR
1080 LDA RADR + 1
1090 STA FLPTR + 1
1100 JSR FSTOP
1110 ;INCREMENT BADR & RADR
1120 LDA DELTAB
1130 LDY #BADR-PTRBASE;ADVANCE BADR
1140 CLC
1150 JSR PTRADVANCE
1160 LDA DELTAR
1170 LDY #RADR-PTRBASE;ADVANCE RADR
1180 CLC
1190 JSR PTRADVANCEAGN
1200 JSR DECLCOUNT ;DECR. LOOP COUNTER
1210 BNE SELLDOP
1220 JSR NOERRDR
1230 JMP TIMEROFF ;SUCCESSFUL EXIT
1240 ;
1250 ;
1260 ;

```

9. Appendix III: SELECT3.ASM

```

10 .PAGE "SELECTION MODULE -CASE 3- 12/26/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;SELECTION OF ELEMENTS IN MATRIX ARG. 'A'
70 ;USING INDICES OF 'A' SPECIFIED IN MATRIX
80 ;'B'. SEE BASIC UTILITY SELGEN.BAS FOR THE
90 ;GENERATION OF INDICES OF ELEMENTS IN 'A'
0100 ;FROM ROW/COLUMN SELECTION SPECIFICATONS.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: AADR POINTS TO INPUT DATA MATRIX 'A'
0150 ;      BADR POINTS TO SELECTOR MATRIX 'B'
0160 ;      RADR WILL POINT TO SELECTED MATRIX 'R'
0170 ;'B' HAS THE SHAPE OF 'R', BUT CONTAINS
0180 ; INDICES OF ELEMENTS OF 'A' TO BE SELECTED
0190 ;      4TH ARGUMENT IS SPARE
0200 ;
0210 ;
0220 SELECT NOP
0230 JSR TIMERON ;INITIALIZE TIMER
0240 ;UNLOAD AND STORE ARGUMENTS
0250 JSR UNLOADABRD
0260 BCC SELOK
0270 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0280 ;
0290 ;ASSIGN Z1 AS BADR AND Z2 AS AADR
0300 SELOK
0310 LDA BADR
0320 STA Z1
0330 LDA BADR + 1
0340 STA Z1 + 1
0350 LDA AADR
0360 STA Z2
0370 LDA AADR + 1
0380 STA Z2 + 1
0390 ;TEST NO. OF DIMENSIONS FOR 'A' & 'B'
0400 LDY #0
0410 LDA (Z1),Y
0420 BEQ SELO ; SCALAR SELECTOR DOESN'T COMPUTE!
0430 LDA (Z2),Y
0440 BNE SELDIMOK ;SCALAR DATA DOESN'T COMPUTE!
0450 SELO
0460 LDA #ERANKMISMATCH
0470 JSR ERROR
0480 JMP TIMEROFF ;ERROR RETURN
0490 ;DATA AND SELECTOR ARRAYS LOOK OKAY
0500 ; ADVANCE OVER HDRS, SET UP 'R' HDR & LOOPCOUNT
0510 SELOIMOK
0520 ;AREG = 2 * NO. OF DIMS FOR 'A'
0530 LDY #AAADR-PTRBASE;ADVANCE AADR PAST HDR
0540 SEC ;2 * NO. OF DIMS + 1
0550 JSR PTRADVANCE
0560 LDY #0
0570 LDA (Z1),Y ;2 * NO. OF DIMS FOR 'B'
0580 LDY #BADR-PTRBASE;ADVANCE BADR PAST HDR
0590 SEC ;2 * NO. OF DIMS + 1
0600 JSR PTRADVANCEAGN
0610 JSR RVEC ;SET UP R'S HDR & LOOPCOUNT
COMMON3.ASM
0620 BCC SELLOOP
0630 JMP TIMEROFF ;ERROR RETURN
0640 ;
0650 ;
0660 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0670 ; AND STORE IN 'R'.
0680 ;THE FOLLOWING ROUTINES ARE SPECIALLY

```

```

0690 ;WRITTEN FOR CASE-3, WHERE DESIRED ELEMENTS
0700 ;IN 'A' CANNOT BE LOCATED BY OIRECT ADDRESS
0710 ;CALCULATION. RATHER, IT IS NECESSARY TO
0720 ;SEARCH ARRAY 'A' FROM THE BEGINNING, COUNTING
0730 ;ELEMENTS UNTIL THE DESIRED INDEX IS REACHED.
0740 ;THE CURRENT INDEX AND POSITION WITHIN 'A'
0750 ;IS MAINTAINED TO SPEED SELECTION FOR THE
0760 ;CASE OF INCREASING INDICES.
0770 ;
0780 ;ZERO-PAGE TEMPORARY REGISTERS TO SPEED THRUPUT:
0790 ; Z1 = CURRENT POSITION WITHIN AADR
0800 ; FR2 = CURRENT INDEX (@ Z1)
0810 ; FLPTR CURRENT POSITION WITHIN BADR
0820 ; FR1 DESIRED INDEX (@ FLPTR)
0830 ; Z2 CURRENT POSITION WITHIN RADR
0840 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0850 ; AND STORE IN 'R'
0860 SELLOOP NOP
0870 JSR TSTLCOUNT ;IN MODULE COMMON3.ASM
0880 BNE SELLOOP1
0890 JMP SELEXIT ;ZERO INDICES TO PROCESS
0900 SELLOOP1
0910 LDA BADR ;SET UP ZERO-PAGE REGISTERS
0920 STA FLPTR
0930 LDA BADR + 1
0940 STA FLPTR + 1
0950 LDA RADR
0960 STA Z2
0970 LDA RADR + 1
0980 STA Z2 + 1
0990 JSR SELGETINDEX ;READ 1ST INDEX FROM 'B'
1000 SELRESET
1010 ;STARTING SEARCH FROM BEGINNING OF AADR
1020 LDA AADR
1030 STA Z1
1040 LDA AADR + 1
1050 STA Z1 + 1
1060 LDA #0 ;INITIALIZE CURRENT INDEX TO 0
1070 LDX #5
1080 SELOFR2
1090 STA FR2,X
1100 DEX
1110 BPL SELOFR2
1120 ;
1130 ;CALC. NO. OF BYTES IN CURRENT 'A' ELEMENT
1140 SELBYTES
1150 LDY #0
1160 LDA (Z1),Y ;GET BYTE COUNT/EXPONENT
1170 AND #$7F ;ISOLATE BYTE COUNT/EXP.
1180 CMP #7 ;VARIABLE LENGTH INTEGER?
1190 BPL SELREAL ;NO, MUST BE EXPONENT
1200 CMP #2 ;INTEGER: 2 OR MORE BYTES?
1210 BPL SELDELTA
1220 LDA #1 ;NO: SPECIAL CASE 0 OR 1: 1 BYTE
1230 JMP SELDELTA
1240 SELREAL
1250 LDA #6 ;REAL ELEMENTS HAVE 6 BYTES
1260 SELDELTA
1270 STA DELTAA ;RECORD LENGTH OF ELEMENT
1280 ;
1290 ;COMPARE CURRENT INDEX IN FR2 WITH DESIRED
1300 ; INDEX IN FR1, STARTING AT M.S.BYTE
1310 SELINOEX
1320 LDX #1
1330 SELINDEXLOOP
1340 LDA FR1,X ;DESIRED INDEX
1350 CMP FR2,X ;CURRENT INDEX
1360 BCC SELRESET ;FR2>FR1: HAVE TO START OVER
1370 BNE SELSTEP ;FR1<FR2: HAVE TO SEARCH FURTHER

```

9. Appendix IIII: SELECT3.ASM

```

1380 INX ;BYTES MATCH SO FAR: CHECK NEXT PAIR
1390 CPX #6 ;CHECKED ALL BYTES YET?
1400 BMI SELINDEXLOOP
1410 ;
1420 ;FR1=FR2: WE'VE FOUND DESIRED INDEX!
1430 ;TRANSFER DELTAA BYTES FROM 'A' TO 'R'
1440 LDY DELTAA
1450 DEY
1460 SELTRANSLLOOP
1470 LDA (Z1),Y
1480 STA (Z2),Y
1490 DEY
1500 8PL SELTRANSLLOOP
1510 CLC ;BUMP Z2 POINTER TO 'R' BY DELTAA
1520 LDA Z2
1530 ADC DELTAA
1540 STA Z2
1550 BCC SELCONT
1560 INC Z2 + 1 ;IN CASE OF CARRY
1570 ;
1580 ;DONE WITH THIS INDEX: MORE TO DO?
1590 SELCONT
1600 JSR DECLCOUNT ;DECREM. LOOP COUNT
1610 BEQ SELEXIT ;ZERO MEANS WE'RE DONE
1620 JSR SELGETINDEX ;NOT DONE: GET NEXT INDEX FROM
    'B'
1630 JMP SELINDEX ;SEE IF IT MATCHES CURRENT ONE
1640 ;
1650 ;CURRENT POSITION (INDEX) IN 'A' IS LOWER
1660 ;THAN DESIRED POSITION (INDEX), AS SPECIFIED
1670 ;IN FR1 (DESIRED INDEX). STEP FORWARD IN
1680 ;ARRAY 'A' BY ONE ELEMENT AND INCREMENT
1690 ;CURRENT INDEX (FR2) ACCORDINGLY.
1700 SELSTEP
1710 CLC
1720 LDA Z1 ;CURRENT POSITION IN 'A'
1730 ADC DELTAA ;LENGTH OF CURRENT ELEMENT
1740 STA Z1
1750 BCC SELSTEPINDEX
1760 INC Z1 + 1 ;IN CASE OF CARRY
1770 SELSTEPINDEX
1780 LDX #5 ;INCREMENT CURRENT INDEX
1790 SED ;INDEX IS BCD: NEED 8CD ARITHMETIC
1800 SEC ;ADD 1
1810 SELSTEPLOOP
1820 LDA FR2,X
1830 ADC #0
1840 STA FR2,X
1850 BCC SELSTEPOUT ;NO CARRY MEANS WE'RE DONE
1860 DEX ;OOPS: CARRY TO NEXT M.S.BYTE
1870 BPL SELSTEPLOOP
1880 CLD ;SHOULDN'T BE HERE: ERROR
1890 JMP SELERROR
1900 ;
1910 ;CURRENT INDEX INCREMENTED FIND LENGTH
1920 ;OF NEW ELEMENT IN 'A'
1930 SELSTEPOUT
1940 CLD ;BACK TO BINARY MODE
1950 JMP SELBYTES
1960 ;
1970 ;ALL DESIRED ELEMENTS HAVE BEEN FOUND
1980 ;AND TRANSFERED TO RESULTANT ARRAY.
1990 ;UPDATE ARRAY POINTERS FROM ZERO-PAGE
    TEMPORARIES.
2000 SELEXIT
2010 JSR NOERROR
2020 SELDONE
2030 LDA FLPTR
2040 STA BADR
2050 LDA FLPTR + 1
2060 STA BADR + 1
2070 LDA Z2
2080 STA RADR
2090 LDA Z2 + 1
2100 STA RADR + 1
2110 JMP TIMEROFF ;COMMON EXIT
2120 ;
2130 ;
2140 SELERROR
2150 LDA #EMEMOVERFLOW
2160 JSR ERROR
2170 JMP SELDONE ;ERROR RETURN
2180 ;
2190 ;
2200 ;SUBROUTINE TO LOAD NEXT DESIRED INDEX
2210 ;FROM 'B' INTO FR1, FIND THE LENGTH OF
2220 ;THIS INDEX IN BYTES (DELTAB), AND 8UMP
2230 ;THE POINTER TO 'B' (FLPTR) BY THIS AMOUNT
2240 SELGETINDEX
2250 JSR LD1B ;IN MODULE ADDMULT3.ASM
2260 CLC
2270 LDA FLPTR ;POINTER INTO 'B'
2280 ADC DELTAB ;ELEMENT LENGTH
2290 STA FLPTR
2300 BCC SELGETDONE
2310 INC FLPTR + 1
2320 SELGETDONE
2330 RTS
2340 ;
2350 ;
2360 ;

```

9. Appendix III: SELECT4.ASM

```

10 .PAGE "SELECTION MODULE -CASE 4- 2/5/84"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;SELECTION OF ELEMENTS IN MATRIX ARG. 'A'
70 ;USING INDICES OF 'A' SPECIFIED IN MATRIX
80 ;'B'. SEE BASIC UTILITY SELGEN.BAS FOR THE
90 ;GENERATION OF INDICES OF ELEMENTS IN 'A'
0100 ;FROM ROW/COLUMN SELECTION SPECIFICATIONS.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: AADR POINTS TO INPUT DATA MATRIX 'A'
0150 ;      BAOR POINTS TO SELECTOR MATRIX 'B'
0160 ;      RAOR WILL POINT TO SELECTED MATRIX 'R'
0170 ;'B' HAS THE SHAPE OF 'R', BUT CONTAINS
0180 ; INDICES OF ELEMENTS OF 'A' TO BE SELECTED
0190 ;      4TH ARGUMENT IS SPARE
0200 ;
0210 ;
0220 SELECT NOP
0230 JSR TIMERON ;INITIALIZE TIMER
0240 ;UNLOAD AND STORE ARGUMENTS
0250 JSR UNLOADABRO
0260 BCC SELOK
0270 JMP TIMEROFF ;ERROR RTN: OUMPARGS
0280 ;
0290 ;ASSIGN Z1 AS BAOR AND Z2 AS AADR
0300 SELOK
0310 LOA BAOR
0320 STA Z1
0330 LOA BAOR + 1
0340 STA Z1 + 1
0350 LOA AADR
0360 STA Z2
0370 LOA AADR + 1
0380 STA Z2 + 1
0390 ;TEST NO. OF DIMENSIONS FOR 'A' & 'B'
0400 LOY #0
0410 LOA (Z1),Y
0420 BEQ SELO ; SCALAR SELECTOR DOESN'T COMPUTE!
0430 LOA (Z2),Y
0440 BNE SELOIMOK ;SCALAR DATA DOESN'T COMPUTE!
0450 SELO
0460 LOA #ERANKMISMATCH
0470 JSR ERROR
0480 JMP TIMEROFF ;ERROR RETURN
0490 ;DATA AND SELECTOR ARRAYS LOOK OKAY
0500 ; ADVANCE OVER HORS, SET UP 'R' HOR & LOOPCOUNT
0510 SELOIMOK
0520 ;AREG 2 * NO. OF DIMS FOR 'A'
0530 LOY #AAOR-PTRBASE;ADVANCE AADR PAST HOR
0540 SEC ;2 * NO. OF DIMS + 1
0550 JSR PTRADVANCE
0560 LOY #0
0570 LOA (Z1),Y ;2 * NO. OF DIMS FOR 'B'
0580 LOY #BAOR-PTRBASE;ADVANCE BAOR PAST HOR
0590 SEC ;2 * NO. OF DIMS + 1
0600 JSR PTRADVANCEAGN
0610 JSR RVEC ;SET UP R'S HOR & LOOPCOUNT
COMMON4.ASM
0620 BCC SELLOOP
0630 JMP TIMEROFF ;ERROR RETURN
0640 ;
0650 ;
0660 ;CONSTANT CASE-1 INTEGER '2'
0670 INT2 .BYTE 0, 0, 0, 0, 0, 2
0680 ;
0690 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0700 ; AND STORE IN 'R'
0710 SELLOOP NOP
0720 LOA BAOR ;SET UP INDEX
0730 STA FLPTR
0740 LOA BAOR + 1
0750 STA FLPTR + 1
0760 JSR LOOA ;((FLPTR)) -> FRO, IN CASE-1 FORMAT
0770 LOA #INT2 & $FF ;CALC RELATIVE ADR WITHIN 'A'
0780 STA FLPTR
0790 LOA #INT2 / $100
0800 STA FLPTR + 1
0810 JSR FLO1P
0820 JSR IMUL
0830 BCS SELError
0840 JSR CFC ;CONVERT CASE-1 TO FLT POINT
0850 BCS SELError
0860 JSR FPI ;CONVERT INDEX TO INTEGER
0870 BCC SELLOOPOK
0880 SELError
0890 LOA #EMEMOVERFLOW
0900 JSR ERROR
0910 JMP TIMEROFF ;ERROR RETURN
0920 SELLOOPOK
0930 ;CALC ABSOLUTE ADR OF ELEMENT
0940 LOA FRO
0950 AOC AADR ;C-FLAG IS CLEAR
0960 STA FLPTR
0970 LOA FRO + 1
0980 AOC AADR + 1
0990 STA FLPTR + 1
1000 ;ACCESS ELEMENT AND STORE IN 'R'
1010 JSR LOOA
1020 LOA RAOR
1030 STA FLPTR
1040 LOA RAOR + 1
1050 STA FLPTR + 1
1060 JSR STORD
1070 ;INCREMENT BAOR, RAOR & OAOR
1080 LOA DELTAD
1090 LOY #BAOR-PTRBASE;ADVANCE BAOR
1100 CLC
1110 JSR PTRADVANCE
1120 LOA DELTAR
1130 LOY #RAOR-PTRBASE;ADVANCE RAOR
1140 CLC
1150 JSR PTRADVANCEAGN
1160 LOA DELTAD
1170 LOY #OAOR-PTRBASE;ADVANCE OAOR
1180 CLC
1190 JSR PTRADVANCEAGN
1200 JSR DECLCOUNT ;DECR. LOOP COUNTER
1210 BNE SELLOOP
1220 JSR NOERROR
1230 JMP TIMEROFF ;SUCCESSFUL EXIT

```

9. Appendix III: SELECT4A.ASM

```

10 .PAGE "SELECTION MODULE -CASE 4A- 1/23/84"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS THE CODE TO IMPLEMENT
60 ;SELECTION OF ELEMENTS IN MATRIX ARG. 'A'
70 ;USING INDICES OF 'A' SPECIFIED IN MATRIX
80 ;'B'. SEE BASIC UTILITY SELGEN.BAS FOR THE
90 ;GENERATION OF INDICES OF ELEMENTS IN 'A'
0100 ;FROM ROW/COLUMN SELECTION SPECIFICATONS.
0110 ;
0120 ;
0130 ;
0140 ;ARGS: AADR POINTS TO INPUT DATA MATRIX 'A'
0150 ;      BADR POINTS TO SELECTOR MATRIX 'B'
0160 ;      RADR WILL POINT TO SELECTED MATRIX 'R'
0170 ;'B' HAS THE SHAPE OF 'R', BUT CONTAINS
0180 ; INDICES OF ELEMENTS OF 'A' TO BE SELECTED
0190 ;      4TH ARGUMENT IS SPARE
0200 ;
0210 ;
0220 SELECT NOP
0230 JSR TIMERON ;INITIALIZE TIMER
0240 ;UNLOAD AND STORE ARGUMENTS
0250 JSR UNLOADABRD
0260 BCC SELOK
0270 JMP TIMEROFF ;ERROR RTN: DUMPARGS
0280 ;
0290 ;ASSIGN Z1 AS BADR AND Z2 AS AADR
0300 SELOK
0310 LDA BADR
0320 STA Z1
0330 LDA BADR + 1
0340 STA Z1 + 1
0350 LDA AADR
0360 STA Z2
0370 LDA AADR + 1
0380 STA Z2 + 1
0390 ;TEST NO. OF DIMENSIONS FOR 'A' & 'B'
0400 LDY #0
0410 LDA (Z1),Y
0420 BEQ SELO ; SCALAR SELECTOR DOESN'T COMPUTE!
0430 LDA (Z2),Y
0440 BNE SELDIMOK ;SCALAR DATA DOESN'T COMPUTE!
0450 SELO
0460 LDA #ERANKMISMATCH
0470 JSR ERROR
0480 JMP TIMEROFF ;ERROR RETURN
0490 ;DATA AND SELECTOR ARRAYS LOOK OKAY
0500 ; ADVANCE OVER HDRS, SET UP 'R' HDR & LOOPCOUNT
0510 SELDIMOK
0520 ;AREG 2 * NO. OF DIMS FOR 'A'
0530 LDY #AADR-PTRBASE;ADVANCE AADR PAST HDR
0540 SEC ;2 * NO. OF DIMS + 1
0550 JSR PTRADVANCE
0560 LDY #0
0570 LDA (Z1),Y ;2 * NO. OF DIMS FOR 'B'
0580 LDY #BADR-PTRBASE;ADVANCE BADR PAST HDR
0590 SEC ;2 * NO. OF DIMS + 1
0600 JSR PTRADVANCEAGN
0610 JSR RVEC ;SET UP R'S HDR & LOOPCOUNT
COMMON4.ASM
0620 BCC SELLOOP
0630 JMP TIMEROFF ;ERROR RETURN
0640 ;
0650 ;
0660 ;FOR EACH INDEX IN 'B', ACCESS ELEMENT IN 'A'
0670 ; AND STORE IN 'R'
0680 SELLOOP NOP
0690 LDA BADR ;SET UP INDEX
0700 STA FLPTR
0710 LDA BADR + 1
0720 STA FLPTR + 1
0730 JSR LDOA ;((FLPTR)) -> FRO, IN CASE-1 FORMAT
0740 JSR CFO ;CONVERT CASE-1 TO FLT POINT
0750 BCS SELError
0760 JSR FPI ;CDNVERT INDEX TO INTEGER
0770 BCC SELLOOPOK
0780 SELError
0790 LDA #EMEMOVERFLOW
0800 JSR ERROR
0810 JMP TIMEROFF ;ERROR RETURN
0820 SELLOOPOK
0830 ;CONVERT INDEX TO RELATIVE ADR. (DOUBLE IT)
0840 LDA FRO
0850 ASL A ;DOUBLE LEAST SIGNIF. BYTE
0860 STA FRO
0870 LDA FRO + 1
0880 ROL A ;DOUBLE MOST SIGNIF. BYTE
0890 STA FRO + 1
0900 BCS SELError ;MSB OVERFLOW: ERROR
0910 ;CALC ABSOLUTE ADR OF ELEMENT
0920 LDA FRO
0930 ADC AADR ;C-FLAG IS CLEAR
0940 STA FLPTR
0950 LDA FRO + 1
0960 ADC AADR + 1
0970 STA FLPTR + 1
0980 ;ACCESS ELEMENT AND STORE IN 'R'
0990 JSR LDOA
1000 LDA RADR
1010 STA FLPTR
1020 LDA RADR + 1
1030 STA FLPTR + 1
1040 JSR STORD
1050 ;INCREMENT BADR, RADR & DADR
1060 LDA DELTAD
1070 LDY #BADR-PTRBASE;ADVANCE BADR
1080 CLC
1090 JSR PTRADVANCE
1100 LDA DELTAR
1110 LDY #RADR-PTRBASE;ADVANCE RADR
1120 CLC
1130 JSR PTRADVANCEAGN
1140 LDA DELTAD
1150 LDY #DADR-PTRBASE;ADVANCE DADR
1160 CLC
1170 JSR PTRADVANCEAGN
1180 JSR DECLCOUNT ;DECR. LOOP COUNTER
1190 BNE SELLOOP
1200 JSR NOERROR
1210 JMP TIMEROFF ;SUCCESSFUL EXIT
1220 ;

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9. Appendix III: TABLES.ASM

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10 .PAGE "TABLES MODULE      10/01/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;
50 ;THIS MODULE CONTAINS LOOKUP TABLES FOR
60 ;IMPLEMENTING INTEGER MULTIPLICATION.  EACH
70 ;TABLE IS ENTERED WITH AN OFFSET COMPRISING
80 ;BCD MULTIPLIER AND MULTIPLICAND DIGITS,
90 ;CONCATENATED INTO A SINGLE BYTE.
0100 ;TABLE 'P' CONTAINS THE LEAST SIGNIFICANT
0110 ;DIGIT OF THE PRODUCT.  TABLE 'C' CONTAINS
0120 ;THE MOST SIGNIFICANT DIGIT (OR "CARRY"
0130 ;DIGIT) OF THE PRODUCT.  THE $F ENTRIES
0140 ;IN EACH TABLE REPRESENT INVALID PRODUCTS,
0150 ;SINCE THE TABLES IMPLEMENT BCD ARITHMETIC.
0160 ;
0170 ;
0180 ;ARRAY OF PRODUCT VALUES
0190 P
0200 .BYTE 0,0,0,0,0,0,0,0,0,0
0210 .BYTE $F,$F,$F,$F,$F,$F
0220 .BYTE 0,1,2,3,4,5,6,7,8,9
0230 .BYTE $F,$F,$F,$F,$F,$F
0240 .BYTE 0,2,4,6,8,0,2,4,6,8
0250 .BYTE $F,$F,$F,$F,$F,$F
0260 .BYTE 0,3,6,9,2,5,8,1,4,7
0270 .BYTE $F,$F,$F,$F,$F,$F
0280 .BYTE 0,4,8,2,6,0,4,8,2,6
0290 .BYTE $F,$F,$F,$F,$F,$F
0300 .BYTE 0,5,0,5,0,5,0,5,0,5
0310 .BYTE $F,$F,$F,$F,$F,$F
0320 .BYTE 0,6,2,8,4,0,6,2,8,4
0330 .BYTE $F,$F,$F,$F,$F,$F
0340 .BYTE 0,7,4,1,8,5,2,9,6,3
0350 .BYTE $F,$F,$F,$F,$F,$F
0360 .BYTE 0,8,6,4,2,0,8,6,4,2
0370 .BYTE $F,$F,$F,$F,$F,$F
0380 .BYTE 0,9,8,7,6,5,4,3,2,1
0390 ;
0400 ;
0410 ;ARRAY OF CARRY VALUES
0420 C
0430 .BYTE 0,0,0,0,0,0,0,0,0,0
0440 .BYTE $F,$F,$F,$F,$F,$F
0450 .BYTE 0,0,0,0,0,0,0,0,0,0
0460 .BYTE $F,$F,$F,$F,$F,$F
0470 .BYTE 0,0,0,0,0,1,1,1,1,1
0480 .BYTE $F,$F,$F,$F,$F,$F
0490 .BYTE 0,0,0,0,1,1,1,2,2,2
0500 .BYTE $F,$F,$F,$F,$F,$F
0510 .BYTE 0,0,0,1,1,2,2,2,3,3
0520 .BYTE $F,$F,$F,$F,$F,$F
0530 .BYTE 0,0,1,1,2,2,3,3,4,4
0540 .BYTE $F,$F,$F,$F,$F,$F
0550 .BYTE 0,0,1,1,2,3,3,4,4,5
0560 .BYTE $F,$F,$F,$F,$F,$F
0570 .BYTE 0,0,1,2,2,3,4,4,5,6
0580 .BYTE $F,$F,$F,$F,$F,$F
0590 .BYTE 0,0,1,2,3,4,4,5,6,7
0600 .BYTE $F,$F,$F,$F,$F,$F
0610 .BYTE 0,0,1,2,3,4,5,6,7,8
0620 ;
0630 ;
0640 ;

```

9. Appendix IIII: UTILITY.ASM

```
10 .PAGE "MISC. UTILITIES MOOULE 09/06/83"
20 ;AUTHOR: DANIEL FLEYSHER
30 ;
40 ;THIS MOOULE IS COMMON TO ALL CASES
50 ;
60 ;THIS MOOULE CONTAINS COOE TO IMPLEMENT
70 ;TIMING FUNCTIONS FOR THE ASSY LANGUAGE
80 ;ROUTINES. IT ALSO SHUTS OOWN OISPLAY
90 ;OMA AND NON-ESSENTIAL INTERRUPT COOE,
100 ;TO ASSURE RELIABLE, REPEATABLE TIMES.
110 ;TO SHUT OOWN OMA, ETC., THE CALLING BASIC
120 ;ROUTINE MUST STORE A NON-ZERO VALUE INTO
130 ;INHIBOMA.
140 ;
150 ;
160 ;
170 ;ROUTINE TO INITIALIZE TIMER
180 ; AND SHUT OFF EXTRANEIOUS OMA / INTERRUPTS
190 TIMERON
200 LOA INHIBOMA
210 BEQ TON
220 STA CRITIC ;NONZERO SHUTS OFF STAGE2 VBLANK
230 LOA SOMCTL ;SAVE CURRENT OMA CONTROL
240 STA SAVEOMA + 1
250 LOA #0
260 STA OMACTL ;ZERO SHUTS OFF HAROWARE OMA
270 STA SOMCTL ;ZERO SHUTS OFF OMA SHADOW
280 TON
290 JSR GETVCOUNT ;GET CURRENT SUBFRAME COUNT
300 STA VCOUNTER ;SAVE IT FOR LATER CALCULATION
310 LOA #0 ;ZERO THE TIMER REGISTER
320 STA SYSTIMER + 2 ;LEAST SIGNIF. BYTE
330 STA SYSTIMER + 1
340 STA SYSTIMER ;MOST SIGNIF. BYTE
350 STA TIMER + 2
360 STA TIMER + 1
370 STA TIMER
380 RTS
390 ;
400 ;
410 ;
420 ;ROUTINE TO READ ELAPSED TIME AND
430 ; RE-ENABLE OMA AND INTERRUPTS
440 TIMEROFF
450 PHP ;SAVE STATE OF 'C' FLAG ON STACK
460 JSR GETVCOUNT ;GET CURRENT SUBFRAME COUNT
470 STA ZTMP ;SAVE IT TEMPORARILY
480 LOA SYSTIMER + 2 ;TRANSFER ELAPSED TIME
490 STA TIMER + 2
500 LOA SYSTIMER + 1
510 STA TIMER + 1
520 LOA SYSTIMER
530 STA TIMER
540 ;OIO TIMER INCUR A CARRY OURING TRANSFER?
550 JSR GETVCOUNT ;GET CURRENT SUBFRAME COUNT AGAIN
560 CMP ZTMP ;CURRENT VCOUNT < PREVIOUS VCOUNT?
570 BCS DELTAVCOUNT
580 ;SAVE SYSTIMER AGAIN: CARRY OCCURRED
590 ;(IF GETVCOUNT IS WORKING RIGHT,
        THIS CAN'T HAPPEN)
600 LOA SYSTIMER + 2
610 STA TIMER + 2
620 LOA SYSTIMER + 1
630 STA TIMER + 1
640 LOA SYSTIMER
650 STA TIMER
660 ;NOW DECREMENT TIMER TO VALUE BEFORE CARRY
670 JSR DECTIMER
680 ;
690 DELTAVCOUNT
700 ; 'C' FLAG IS ALREADY SET FROM BCS
710 LOA ZTMP ;VCOUNT JUST SAVED
720 SBC VCOUNTER ;MINUS VCOUNT AT START
730 STA VCOUNTER ; ELAPSED VCOUNT
740 BCS TOFF
750 ;FINAL VCOUNT < INITIAL VCOUNT: BORROW
760 ; 'C' FLAG IS ALREADY CLEAR
770 AOC #131 ;131 VCOUNTS PER CLOCK TICK
780 STA VCOUNTER ; RELATIVE TO 1 TICK BACK
790 JSR DECTIMER ; IN ELAPSED TIME
800 ;
810 TOFF
820 LOA INHIBOMA ;DOES OMA NEED RE-ENABLING?
830 BEQ TOFFEXIT
840 SAVEOMA
850 LOA #0 ;ARG IS REPLACED BY TIMERON
860 STA SOMCTL ;REINSTATE SAVED OMA CONTROL
870 LOA #0 ;RE-ENABLE STAGE2 VBLANK
880 STA CRITIC
890 ;OMA WILL RESUME AT NEXT VBLANK INTERRUPT
900 ;
910 TOFFEXIT
920 PLP ;RESTORE 'C' FLAG
930 RTS
940 ;
950 ;
960 ;
970 ;
980 ;SUBROUTINE TO DECREMENT TRANSFERED TIME
990 DECTIMER
1000 SEC
1010 LOA TIMER + 2
1020 SBC #1
1030 STA TIMER + 2
1040 LOA TIMER + 1
1050 SBC #0
1060 STA TIMER + 1
1070 LOA TIMER
1080 SBC #0
1090 STA TIMER
1100 RTS
1110 ;
1120 ;
1130 ;
```


9. Appendix III: UTILITY.ASM

```
1140 ;SUBROUTINE TO RETRIEVE CURRENT VIDEO FRAME
1150 ;LINE COUNT (TIMES 0.5), ADJUST WRAP-AROUND
1160 ;VALUE TO COINCIDE WITH SYSTEM TIMER UPDATE.
1170 ;VCOUNTS NEAR 123 REPRESENT AN UNCERTAIN
1180 ;INTERVAL DURING WHICH VBLANK INTERRUPT
1190 ;IS INCREMENTING SYSTEM TIMER THIS
1200 ;ROUTINE LOOPS DURING THIS INTERVAL
1210 ;AND WILL NOT RETURN UNTIL SAFELY AFTER
1220 ;SYSTEM TIMER HAS BEEN INCREMENTED.
1230 ;THUS, MEASUREMENT TIMES WILL OCCASIONALLY
1240 ;BE HIGH BY UP TO 3 COUNTS (0.4 MSEC.)
1250 ;
1260 ; VCDUNT RAW VALUE      RETURNED VALUE
1270 ;      0                6
1280 ;      1                7
1290 ;      .                .
1300 ;      120             126
1310 ;      121             127
1320 ;      122
1330 ;      123
1340 ;      124
1350 ;      125                0
1360 ;      126                1
1370 ;      .                .
1380 ;      130                5
1390 ;
1400 GETVCOUNT
1410 LDA VCOUNT ;GET RAW VALUE
1420 CMP #122 ;SAFELY BEFORE UNCERTAIN INTERVAL?
1430 BCC LOWVCOUNT ;BRANCH IF < 122
1440 ;CARRY FLAG IS SET
1450 SBC #125 ;CLEARS 'C' IF IN RANGE [122..124]
1460 BCC GETVCOUNT ;UNCERTAIN INTERVAL: TRY AGAIN
1470 ;SAFELY AFTER THE UNCERTAIN INTERVAL
1480 RTS ;RETURN VALUE 0 THRU 5 IN AREG
1490 ;
1500 ;SAFELY BEFORE UNCERTAIN INTERVAL
1510 LOWVCOUNT
1520 ;CARRY FLAG IS CLEAR
1530 ADC #6
1540 RTS ;RETURN VALUE 6 THRU 127 IN AREG
1550 ;
1560 ;
1570 ;
```